US009155966B2

(12) **United States Patent**
Farah

(10) **Patent No.: US 9,155,966 B2**
(45) **Date of Patent: Oct. 13, 2015**

(54) **GAMING SERVER AND SYSTEM**

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(72) Inventor: **Anthony Robert Farah**, Concord West (AU)

(73) Assignee: **IPJ Limited**, Douglas (IM)

(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 53 days.

(21) Appl. No.: **13/761,067**

(22) Filed: **Feb. 6, 2013**

(65) **Prior Publication Data**

US 2013/0184081 A1 Jul. 18, 2013

Related U.S. Application Data

(60) Division of application No. 13/021,503, filed on Feb. 4, 2011, now Pat. No. 8,393,947, which is a continuation-in-part of application No. PCT/AU2009/001015, filed on Aug. 7, 2009.

(30) **Foreign Application Priority Data**

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Sep. 5, 2008 (AU) 2008904616

(51) **Int. Cl.**
G07F 17/32 (2006.01)
A63F 3/00 (2006.01)
A63F 13/30 (2014.01)

(52) **U.S. Cl.**
CPC ***A63F 13/12*** (2013.01); ***A63F 3/00157*** (2013.01); ***G07F 17/32*** (2013.01); ***G07F 17/322*** (2013.01)

(58) **Field of Classification Search**
USPC 463/16
See application file for complete search history.

(56) **References Cited**

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Office Action dated May 14, 2012 from U.S. Appl. No. 13/021,503, filed Feb. 4, 2011 (7 pages).
Office Action dated Jul. 23, 2012 from U.S. Appl. No. 13/021,503, filed Feb. 4, 2011 (5 pages).
Notice of Allowance dated Nov. 6, 2012 from U.S. Appl. No. 13/021,503, filed Feb. 4, 2011 (7 pages).
International Search Report dated Sep. 30, 2009 from International Patent Application No. PCT/AU2009/001015, filed Aug. 7, 2009 (2 pages).
International Preliminary Report on Patentability and Written Opinion dated Feb. 8, 2011 from International Patent Application No. PCT/AU2009/001015, filed Aug. 7, 2009 (4 pages).

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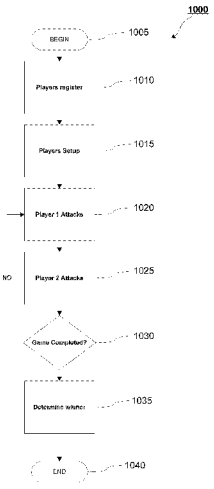
Primary Examiner — Omkar Deodhar
(74) *Attorney, Agent, or Firm* — Sunstone IP

(57) **ABSTRACT**

Described herein are a gaming system, method, computer server, and computer program product that utilise a first gaming table and a predefined number of tokens. The gaming table includes a number of cells that correspond to the number of tokens and each token has an associated value. The tokens are stored in the cells of the gaming table, with one token in each cell, until all of the cells are populated. The gaming system, method, and computer program product of the present disclosure compute a score for a player by utilising the values associated with the tokens.

7 Claims, 25 Drawing Sheets



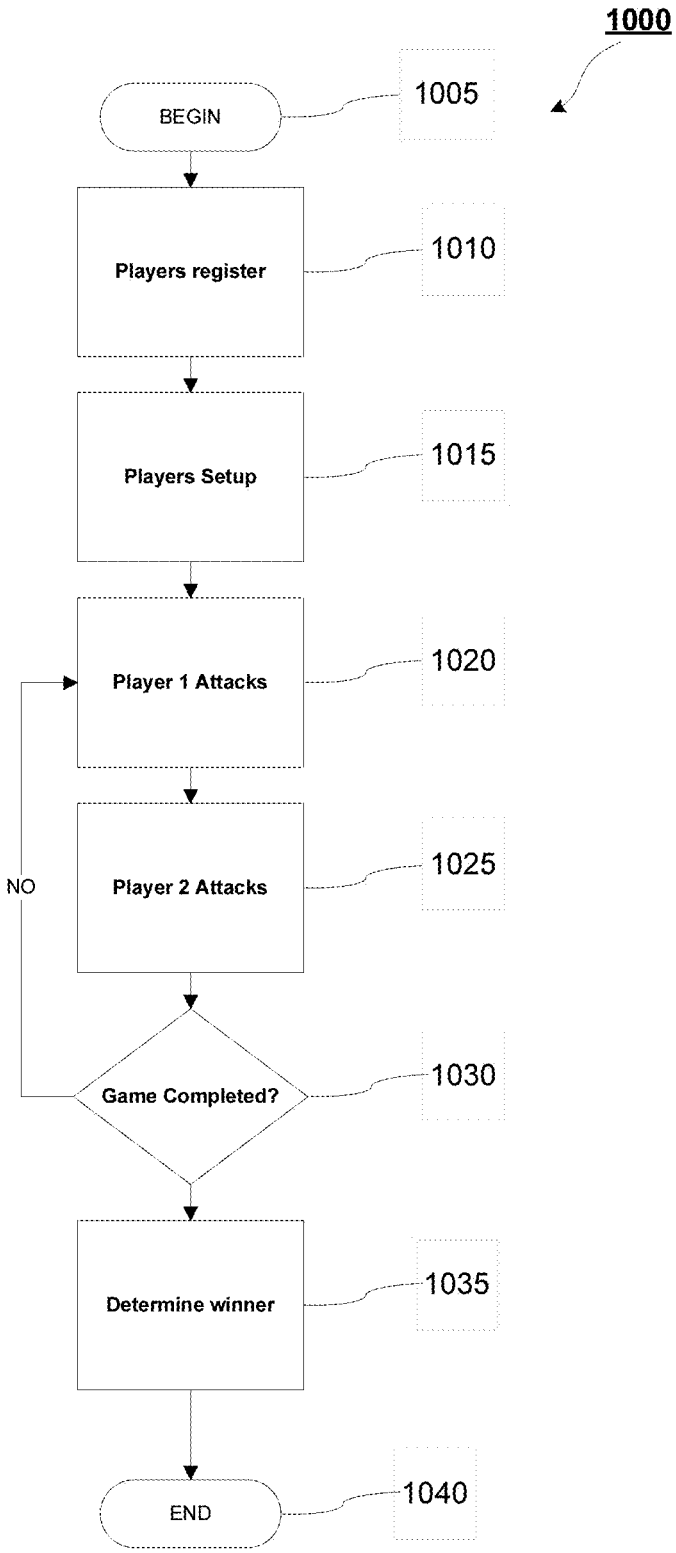
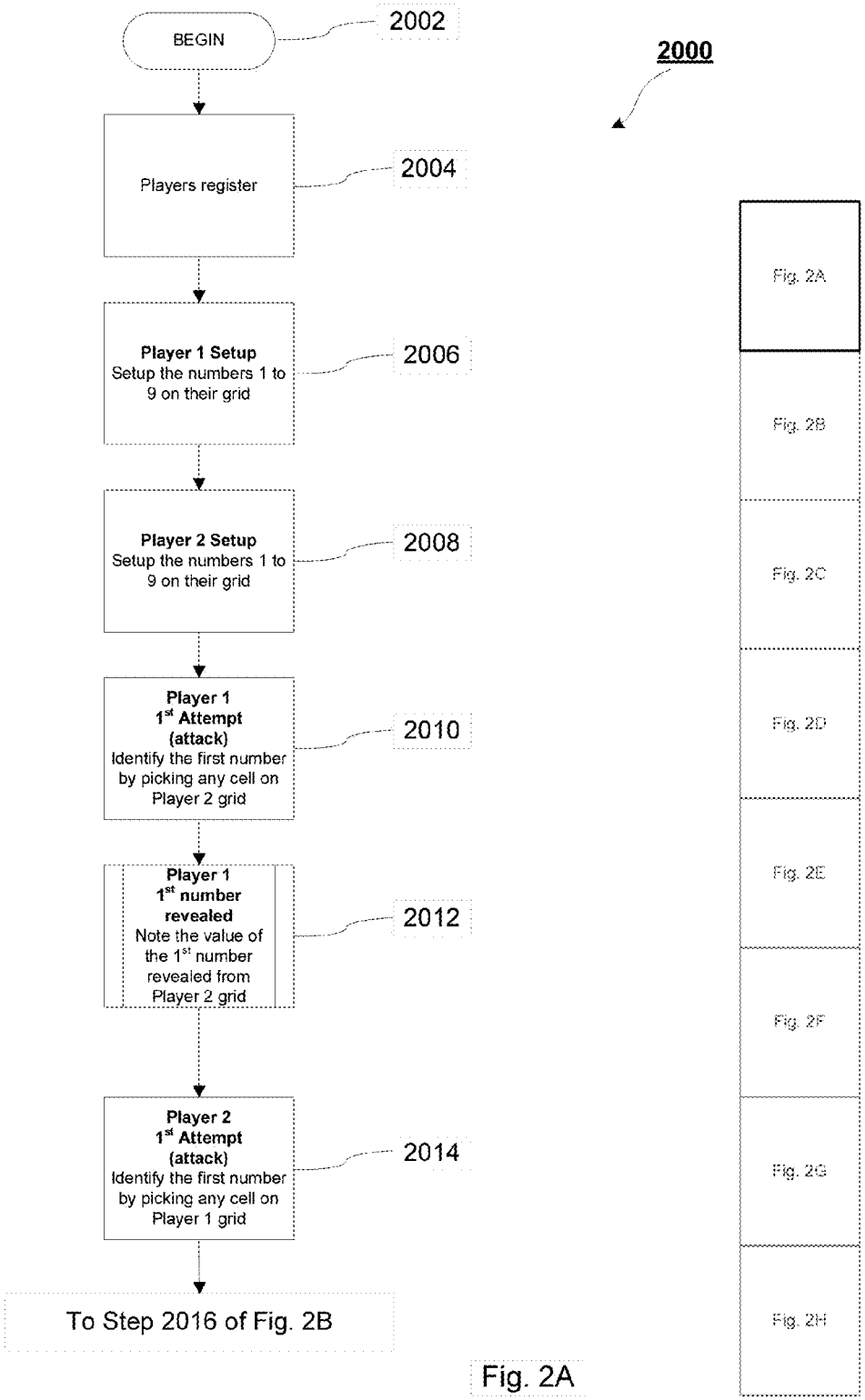

1000
BEGIN
1005
Players register
1010
Players Setup
1015
Player 1 Attacks
1020
Player 2 Attacks
1025
NO
Game Completed?
1030
Determine winner
1035
END
1040

Fig. 1


2000
BEGIN
2002
Players register
2004
Player 1 Setup
Setup the numbers 1 to 9 on their grid
2006
Player 2 Setup
Setup the numbers 1 to 9 on their grid
2008
Player 1
1st Attempt
(attack)
Identify the first number by picking any cell on Player 2 grid
2010
Player 1
1st number revealed
Note the value of the 1st number revealed from Player 2 grid
2012
Player 2
1st Attempt
(attack)
Identify the first number by picking any cell on Player 1 grid
2014
To Step 2016 of Fig. 2B
Fig. 2A
Fig. 2A
Fig. 2B
Fig. 2C
Fig. 2D
Fig. 2E
Fig. 2F
Fig. 2G
Fig. 2H

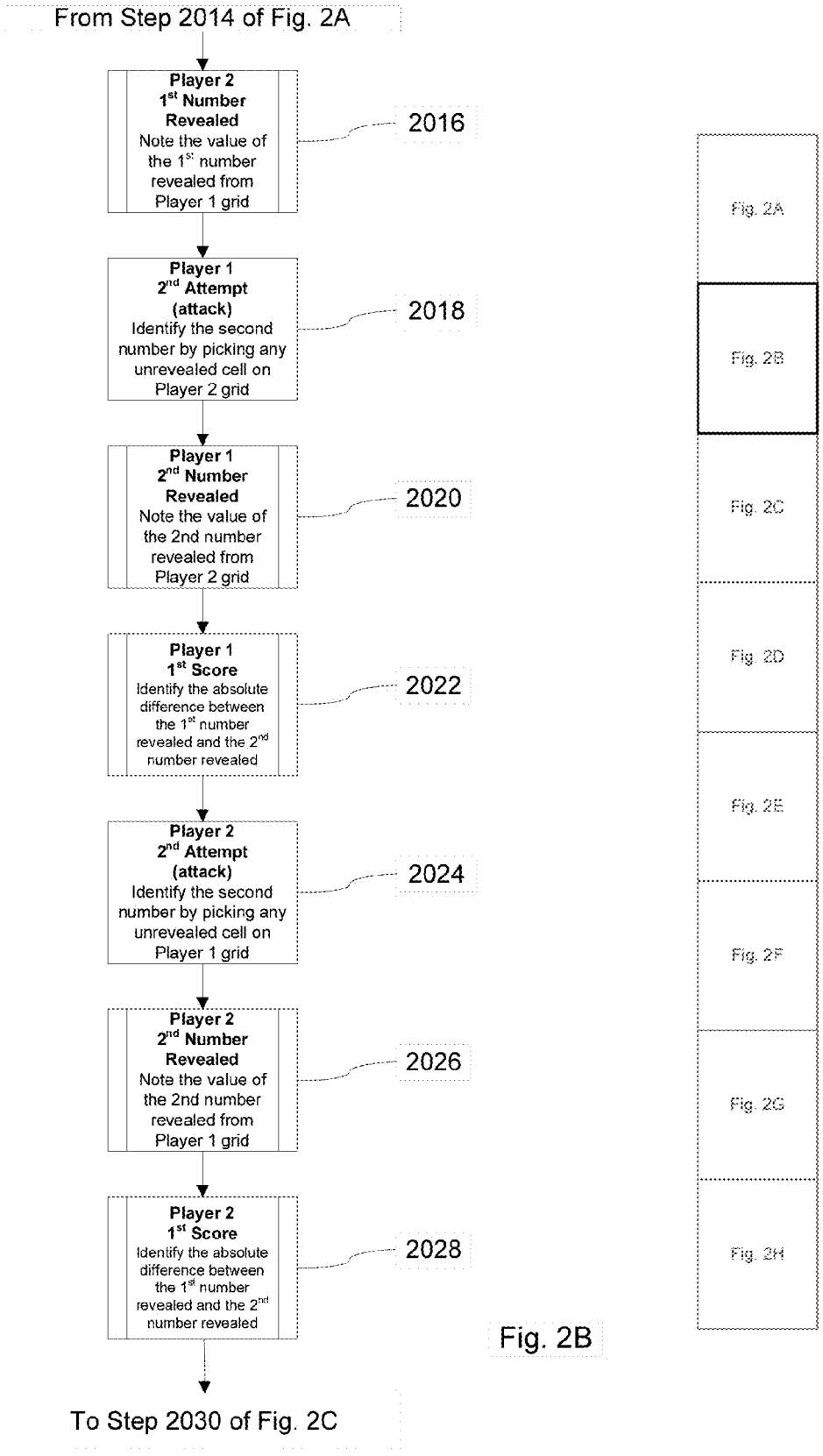
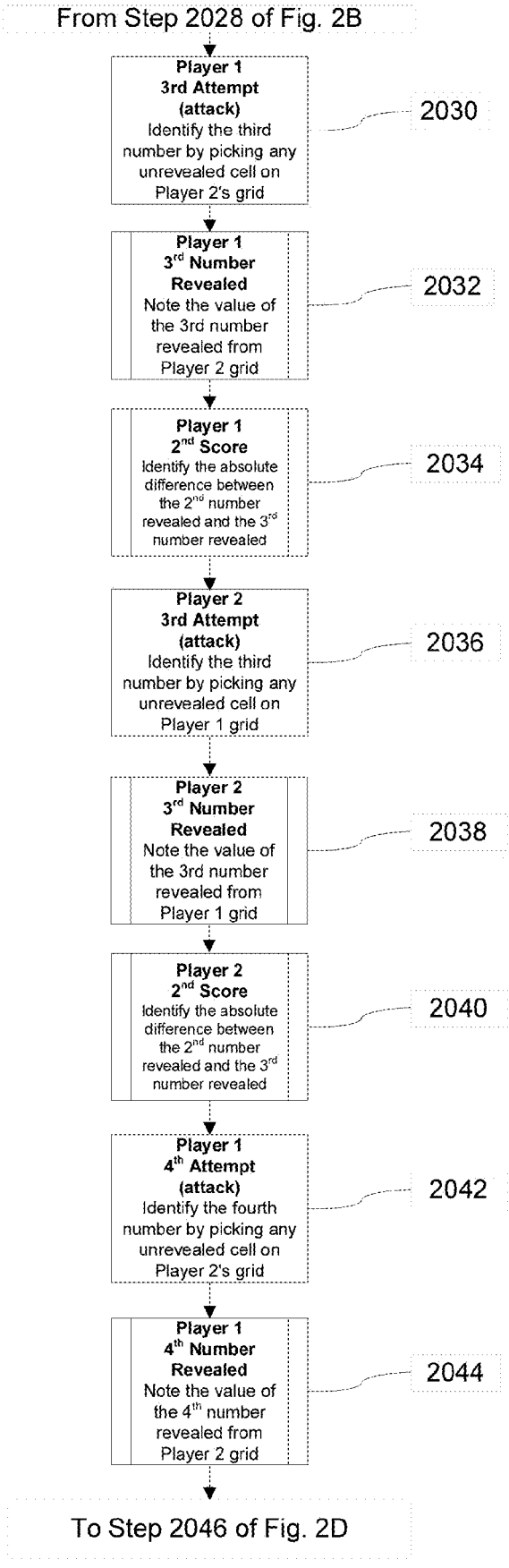


Fig. 2B

Fig. 2A
Fig. 2B
Fig. 2C
Fig. 2D
Fig. 2E
Fig. 2F
Fig. 2G
Fig. 2H


From Step 2028 of Fig. 2B
Player 1 3rd Attempt (attack) Identify the third number by picking any unrevealed cell on Player 2's grid
2030
Player 1 3rd Number Revealed Note the value of the 3rd number revealed from Player 2 grid
2032
Player 1 2nd Score Identify the absolute difference between the 2nd number revealed and the 3rd number revealed
2034
Player 2 3rd Attempt (attack) Identify the third number by picking any unrevealed cell on Player 1 grid
2036
Player 2 3rd Number Revealed Note the value of the 3rd number revealed from Player 1 grid
2038
Player 2 2nd Score Identify the absolute difference between the 2nd number revealed and the 3rd number revealed
2040
Player 1 4th Attempt (attack) Identify the fourth number by picking any unrevealed cell on Player 2's grid
2042
Player 1 4th Number Revealed Note the value of the 4th number revealed from Player 2 grid
2044
To Step 2046 of Fig. 2D

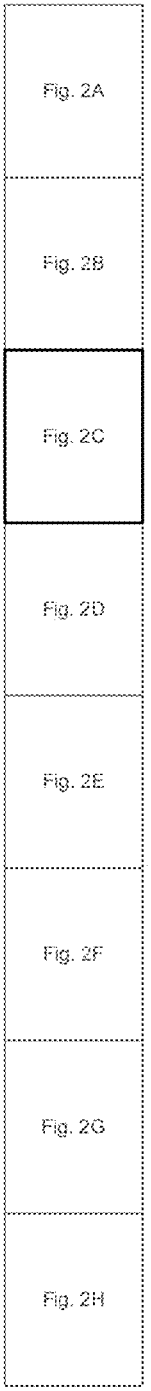


Fig. 2A
Fig. 2B
Fig. 2C
Fig. 2D
Fig. 2E
Fig. 2F
Fig. 2G
Fig. 2H

Fig. 2C

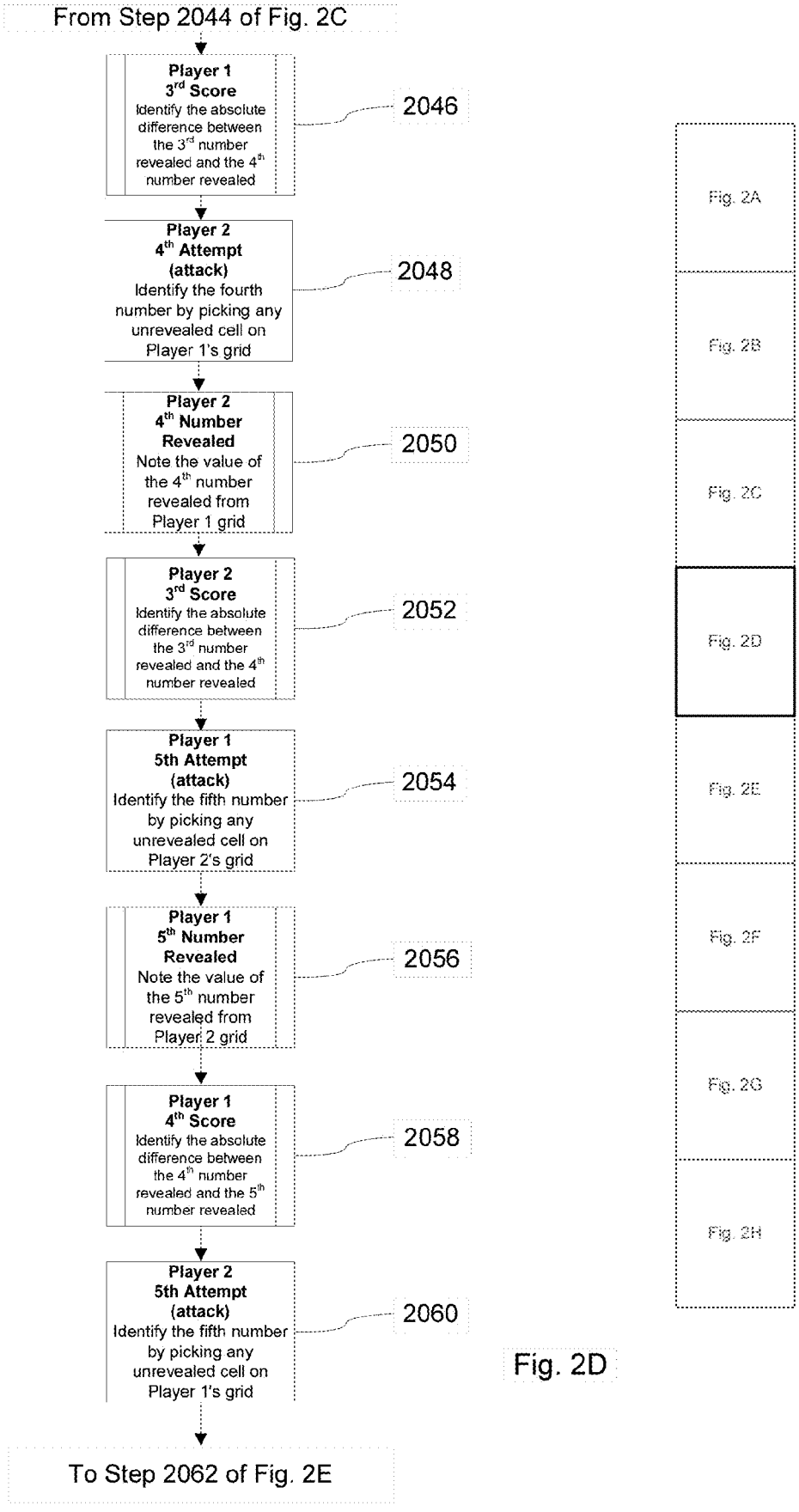


Fig. 2D

Fig. 2A
Fig. 2B
Fig. 2C
Fig. 2D
Fig. 2E
Fig. 2F
Fig. 2G
Fig. 2H

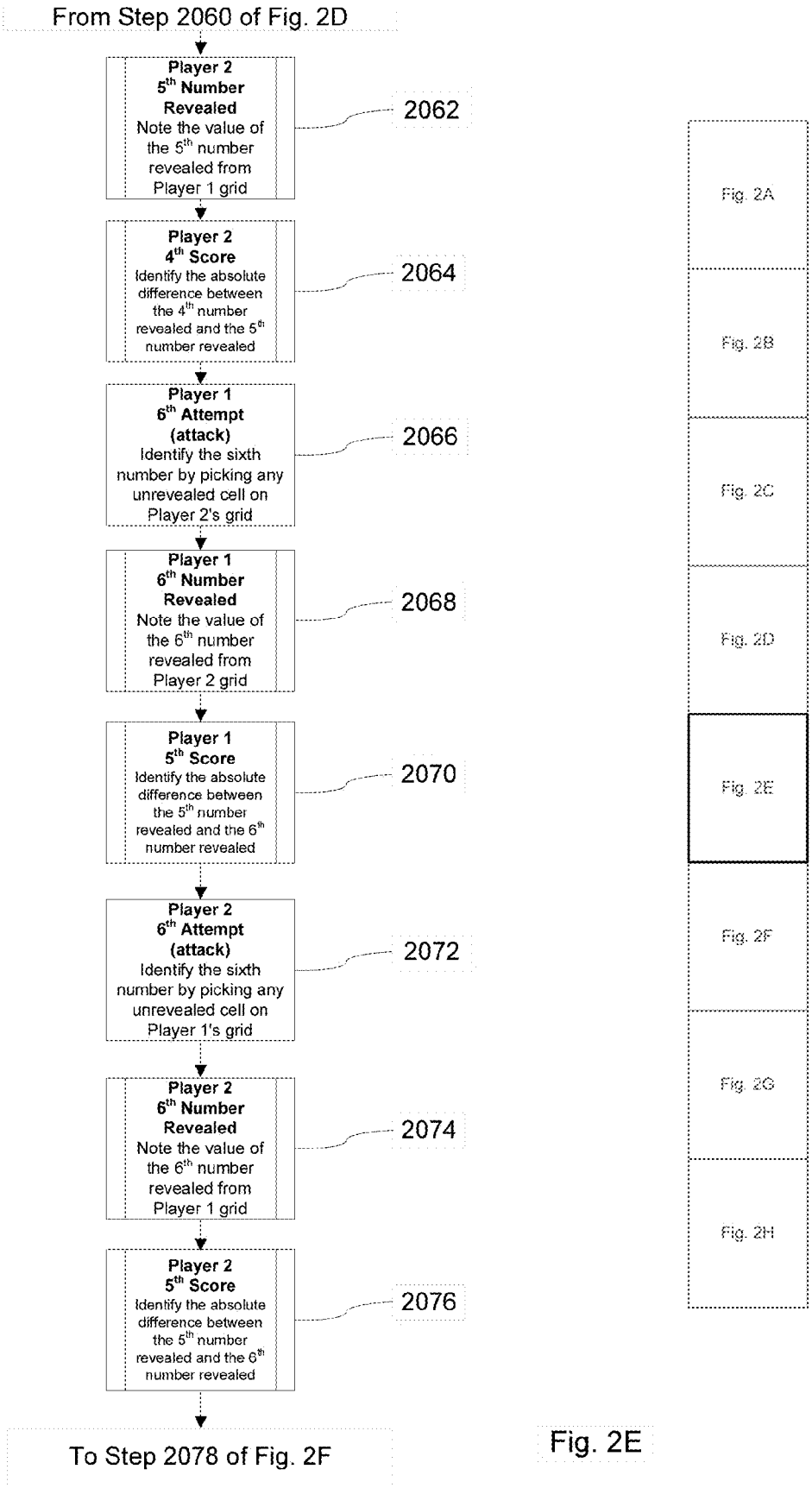


Fig. 2A
Fig. 2B
Fig. 2C
Fig. 2D
Fig. 2E
Fig. 2F
Fig. 2G
Fig. 2H

Fig. 2E

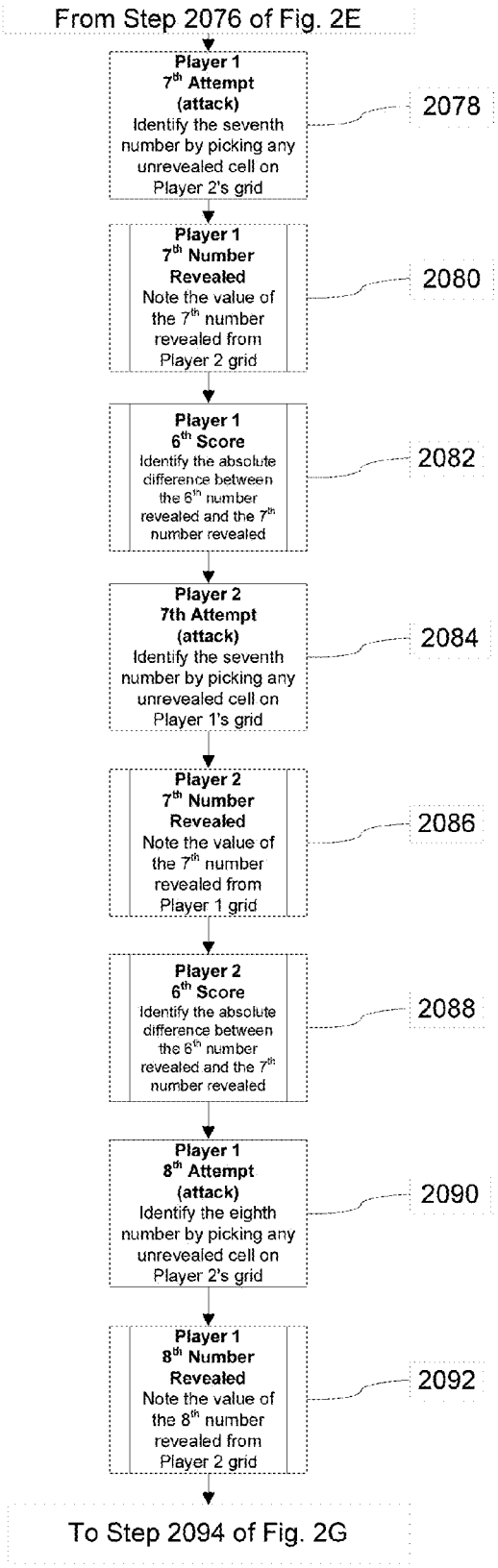


Fig. 2A
Fig. 2B
Fig. 2C
Fig. 2D
Fig. 2E
Fig. 2F
Fig. 2G
Fig. 2H

Fig. 2F

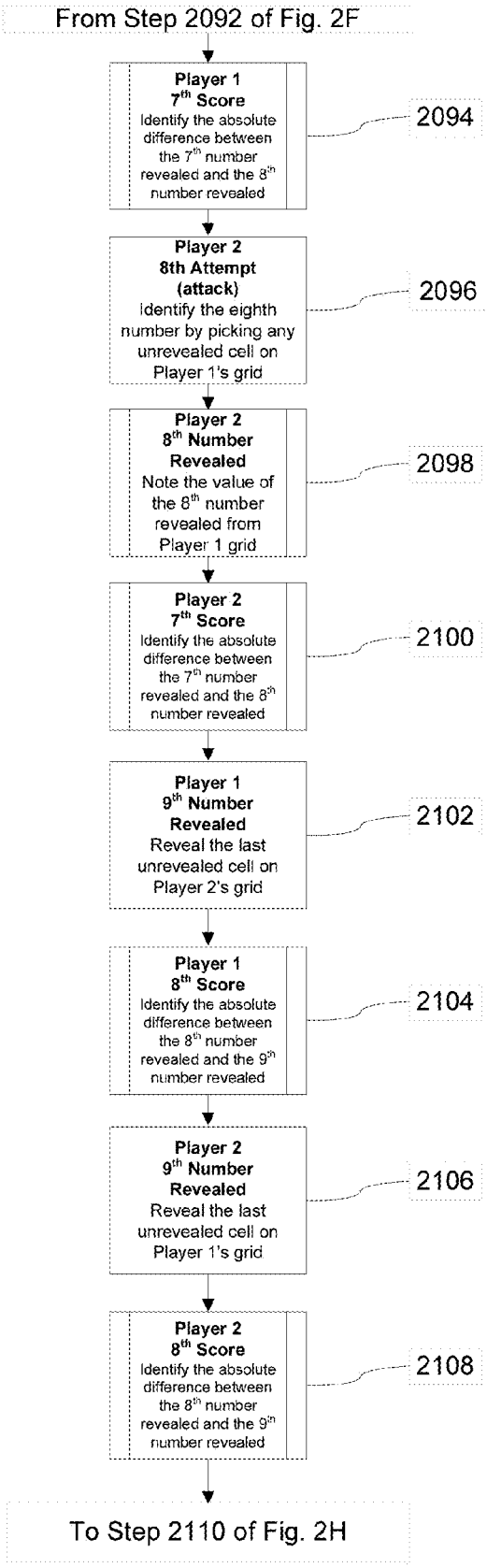


Fig. 2A
Fig. 2B
Fig. 2C
Fig. 2D
Fig. 2E
Fig. 2F
Fig. 2G
Fig. 2H

Fig. 2G

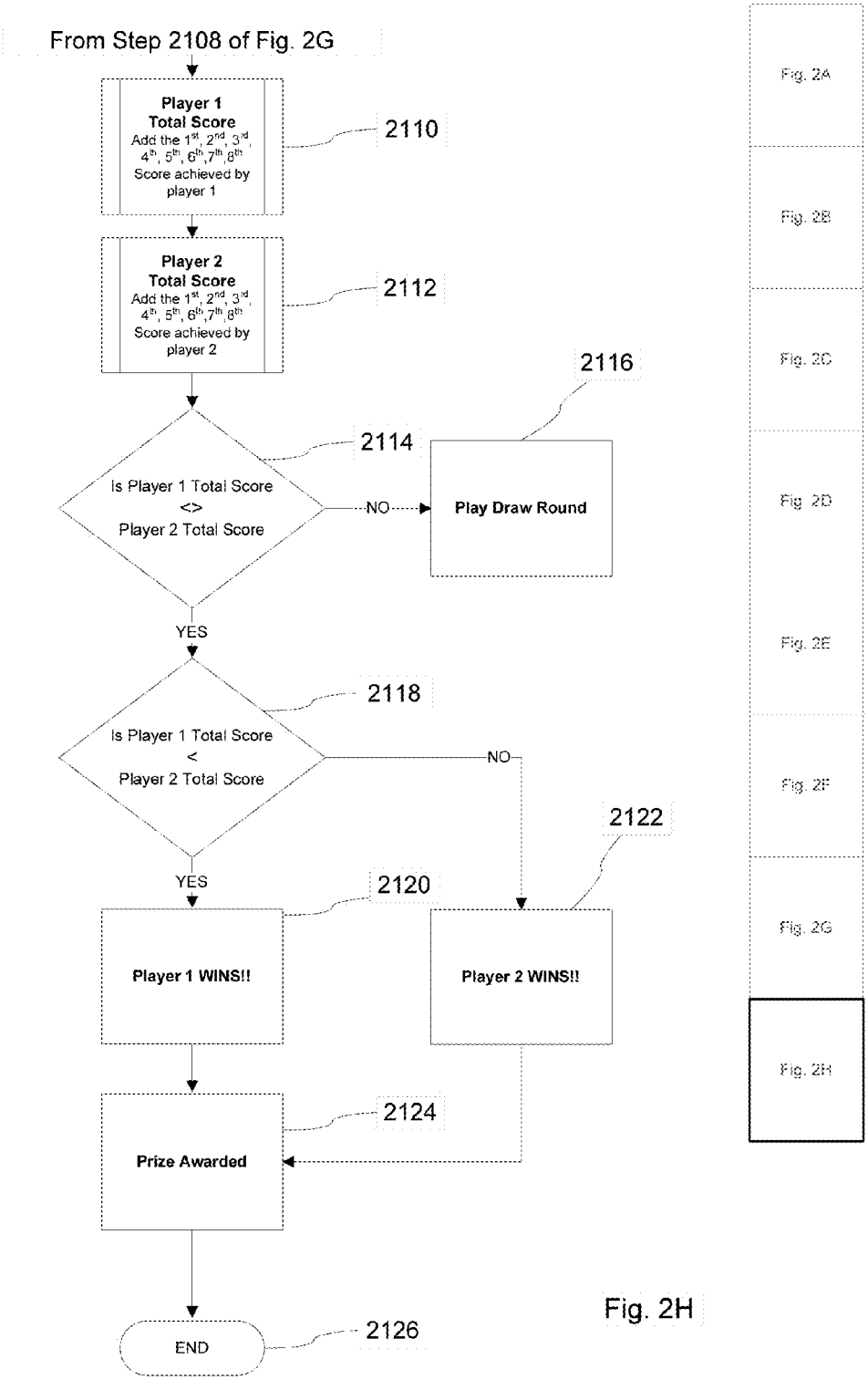


Fig. 2H

Fig. 2A
Fig. 2B
Fig. 2C
Fig. 2D
Fig. 2E
Fig. 2F
Fig. 2G
Fig. 2H

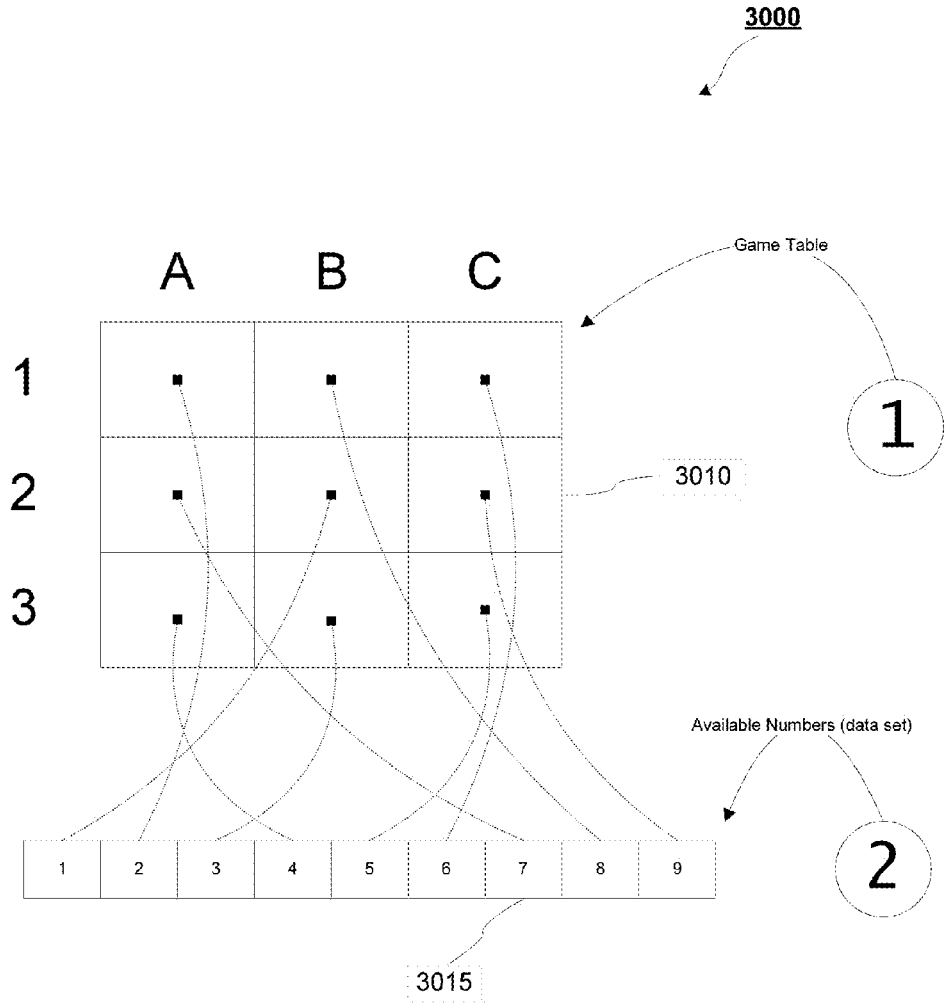

3000
A
B
C
1
2
3
Game Table
1
3010
Available Numbers (data set)
2
1
2
3
4
5
6
7
8
9
3015

Fig. 3

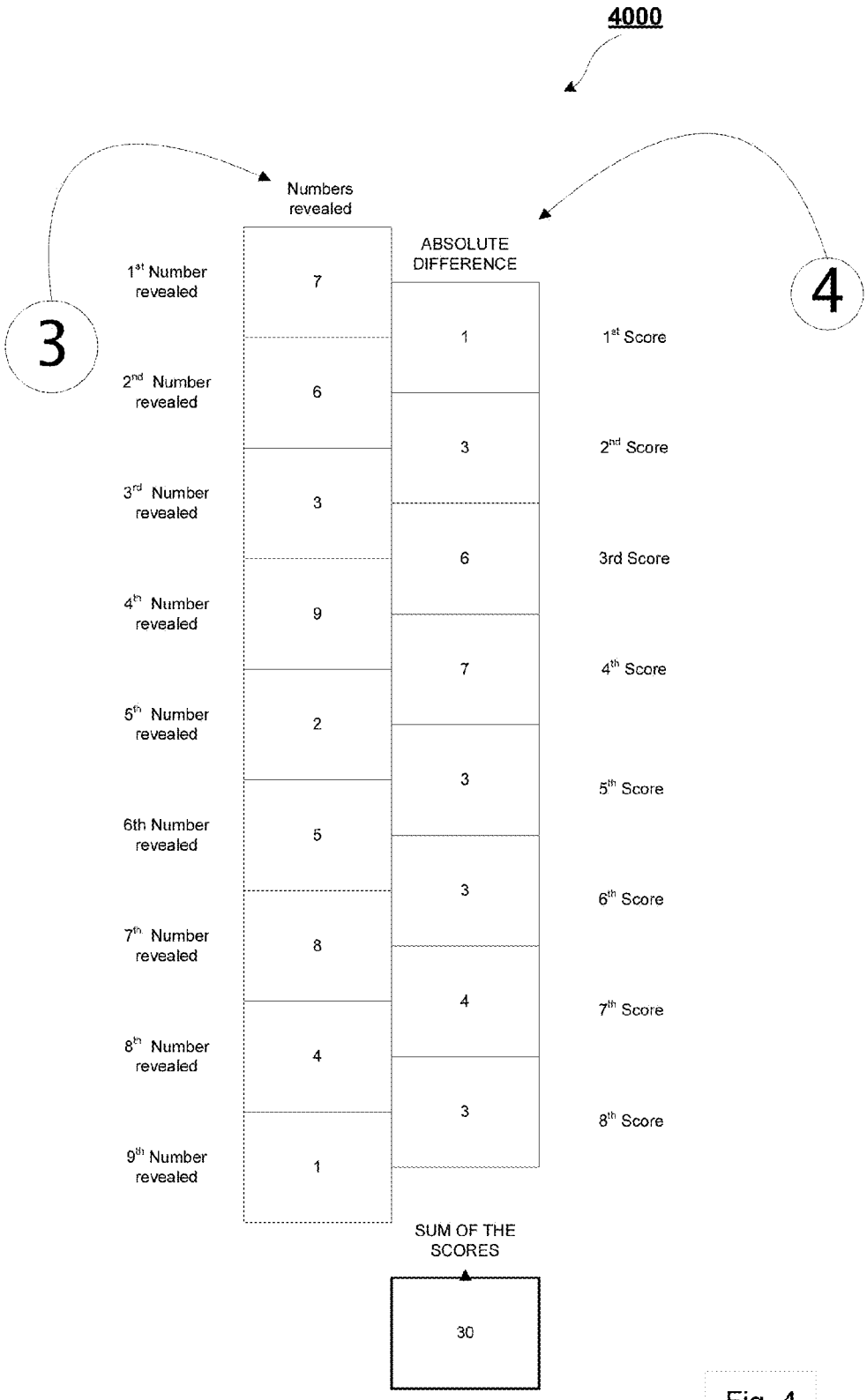

4000
3
4
Numbers revealed
ABSOLUTE DIFFERENCE
1st Number revealed
7
1
1st Score
2nd Number revealed
6
3
2nd Score
3rd Number revealed
3
6
3rd Score
4th Number revealed
9
7
4th Score
5th Number revealed
2
3
5th Score
6th Number revealed
5
3
6th Score
7th Number revealed
8
4
7th Score
8th Number revealed
4
3
8th Score
9th Number revealed
1
SUM OF THE SCORES
30

Fig. 4

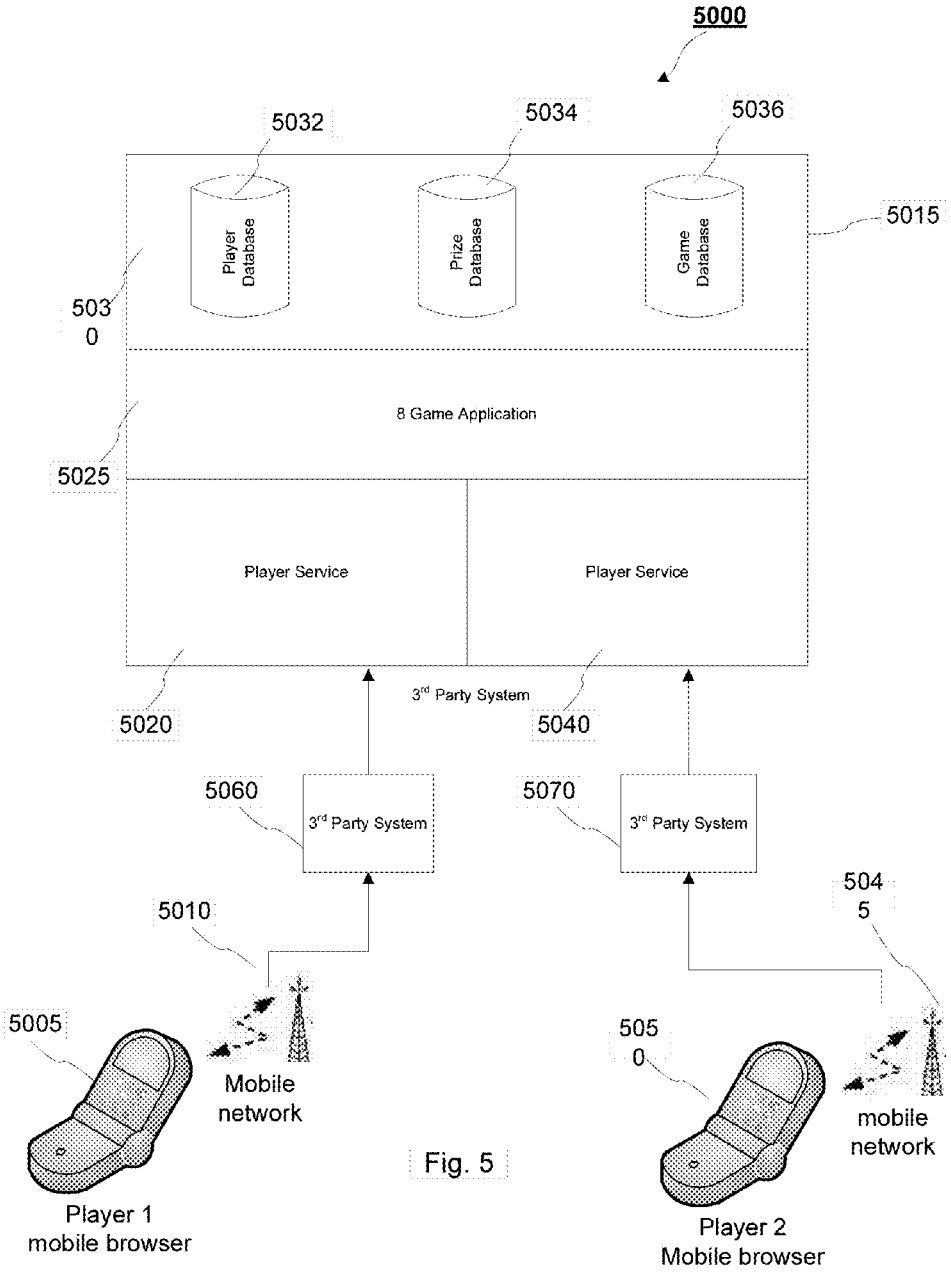

5000
5032
5034
5036
5015
Player Database
Prize Database
Game Database
5030
8 Game Application
5025
Player Service
Player Service
3rd Party System
5020
5040
5060
3rd Party System
5070
3rd Party System
5010
5045
5005
Mobile network
5050
mobile network
Player 1 mobile browser
Player 2 Mobile browser

Fig. 5

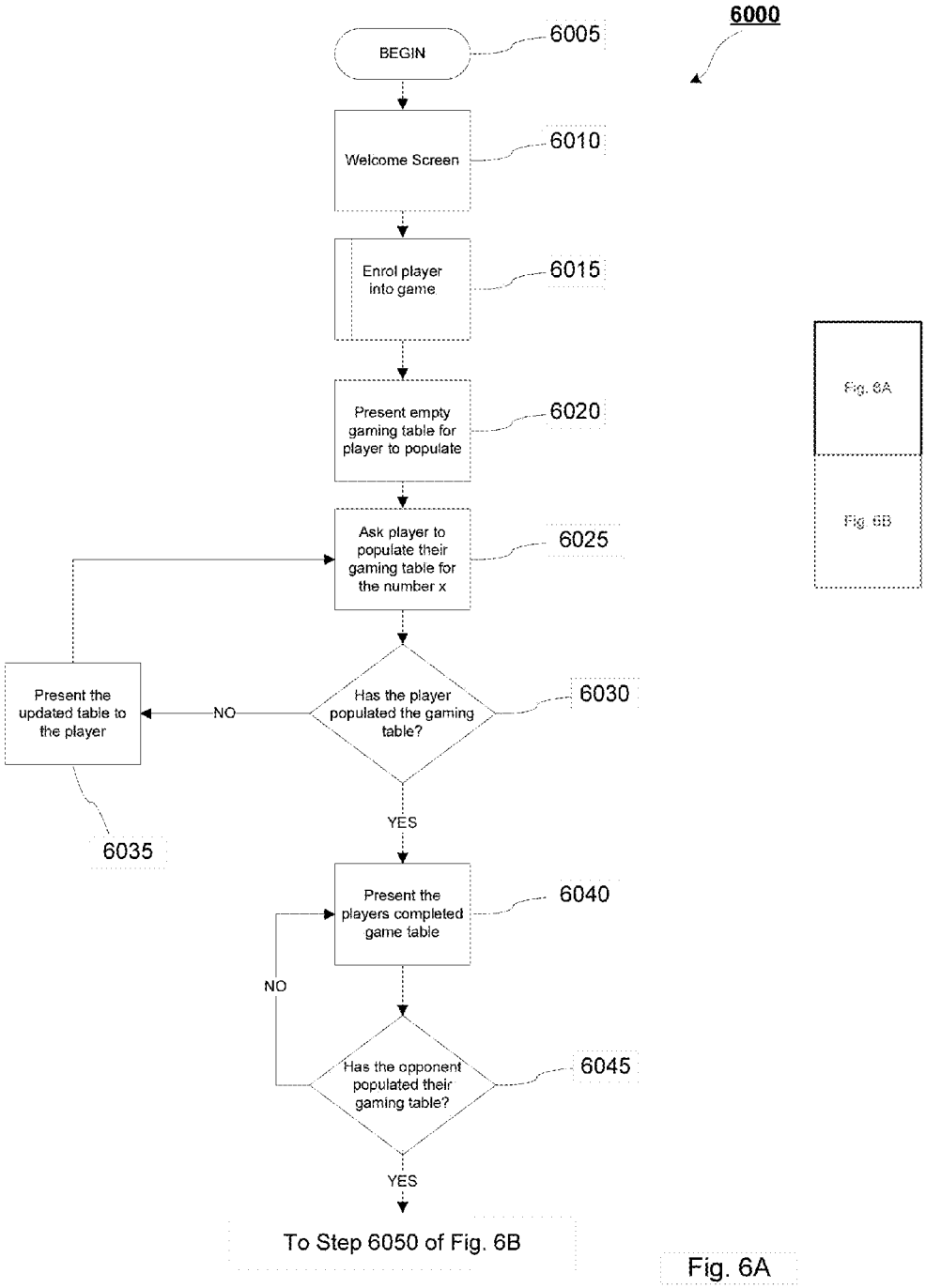

6000
BEGIN
6005
Welcome Screen
6010
Enrol player into game
6015
Present empty gaming table for player to populate
6020
Ask player to populate their gaming table for the number x
6025
Has the player populated the gaming table?
6030
NO
Present the updated table to the player
6035
YES
Present the players completed game table
6040
NO
Has the opponent populated their gaming table?
6045
YES
To Step 6050 of Fig. 6B
Fig. 6A
Fig. 6B

Fig. 6A

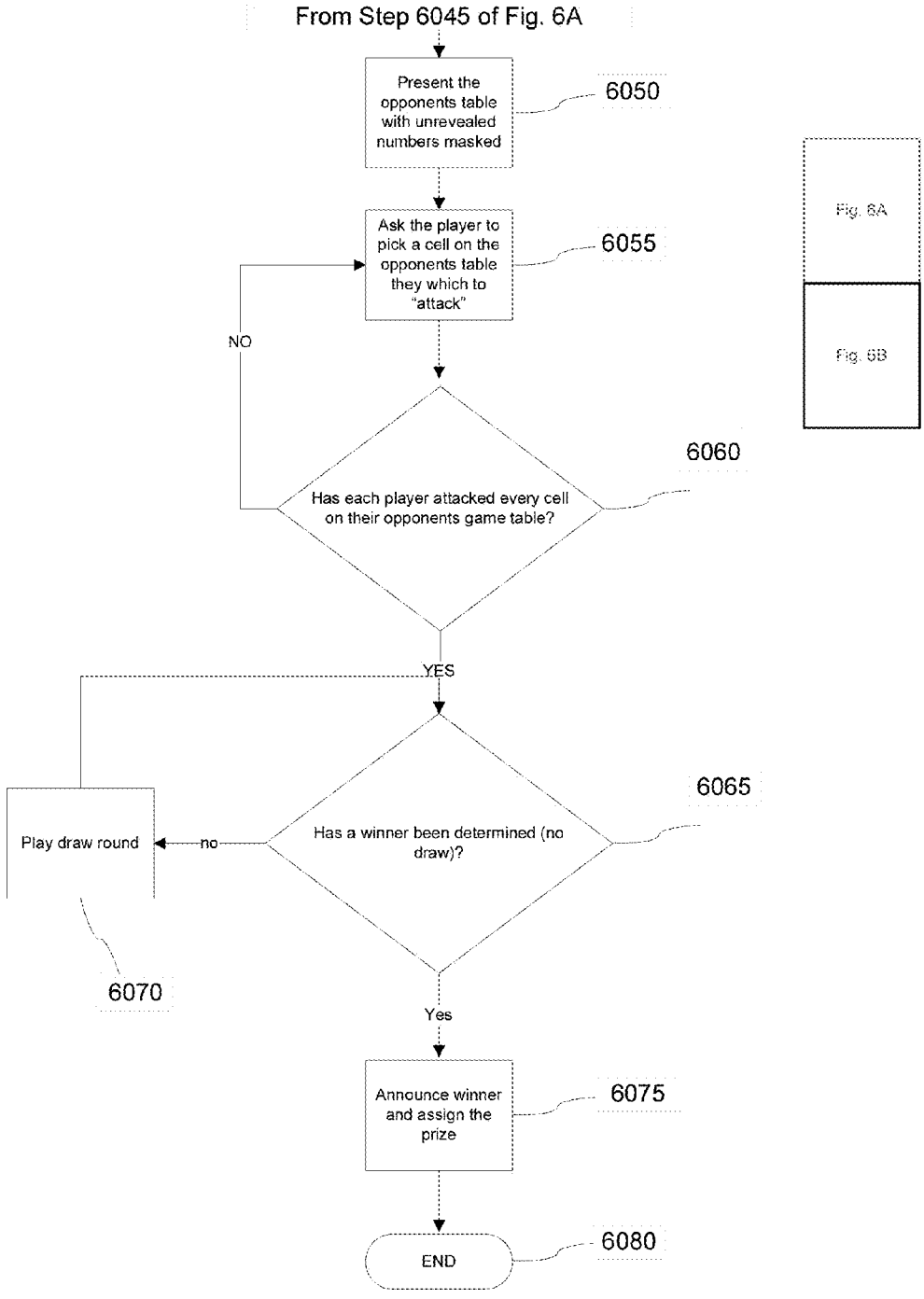

From Step 6045 of Fig. 6A
Present the opponents table with unrevealed numbers masked
6050
Ask the player to pick a cell on the opponents table they which to "attack"
6055
NO
Has each player attacked every cell on their opponents game table?
6060
YES
Has a winner been determined (no draw)?
6065
Play draw round
no
6070
Yes
Announce winner and assign the prize
6075
END
6080
Fig. 6A
Fig. 6B

Fig. 6B

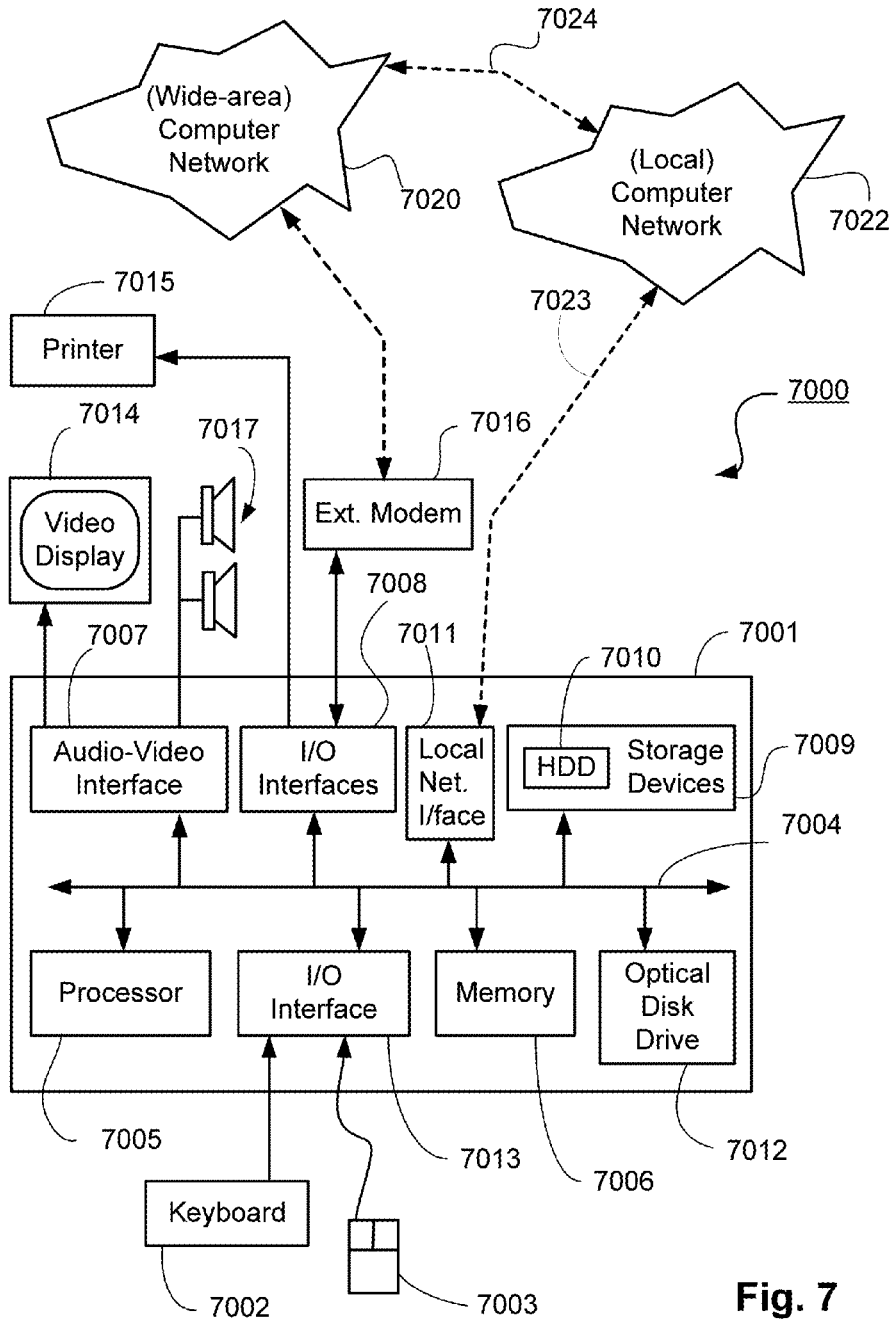

7024
(Wide-area) Computer Network
7020
(Local) Computer Network
7022
7015
Printer
7023
7000
7014
7017
7016
Video Display
Ext. Modem
7008
7007
7011
7001
7010
Audio-Video Interface
I/O Interfaces
Local Net. I/face
HDD
Storage Devices
7009
7004
Processor
I/O Interface
Memory
Optical Disk Drive
7005
7013
7006
7012
Keyboard
7002
7003

Fig. 7

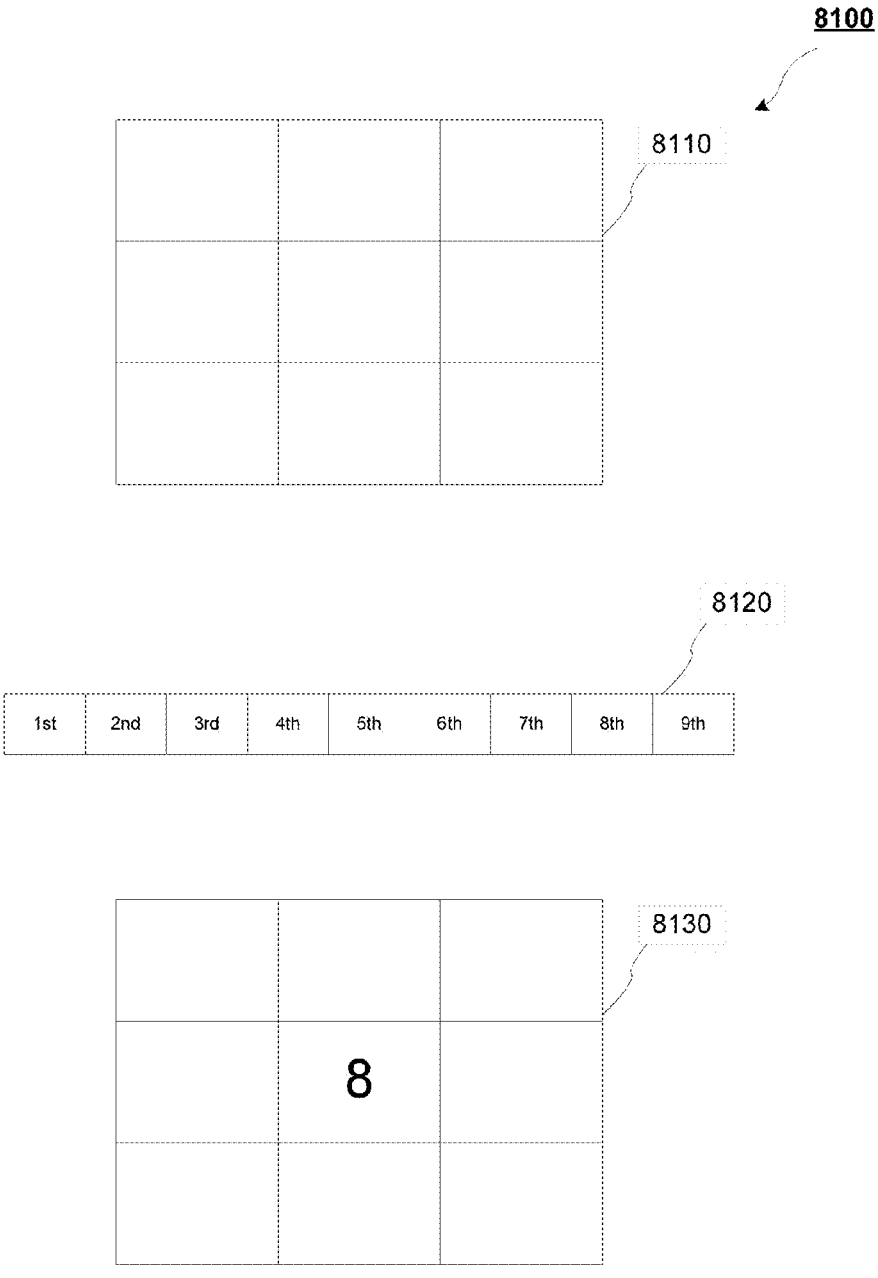


Fig. 8A

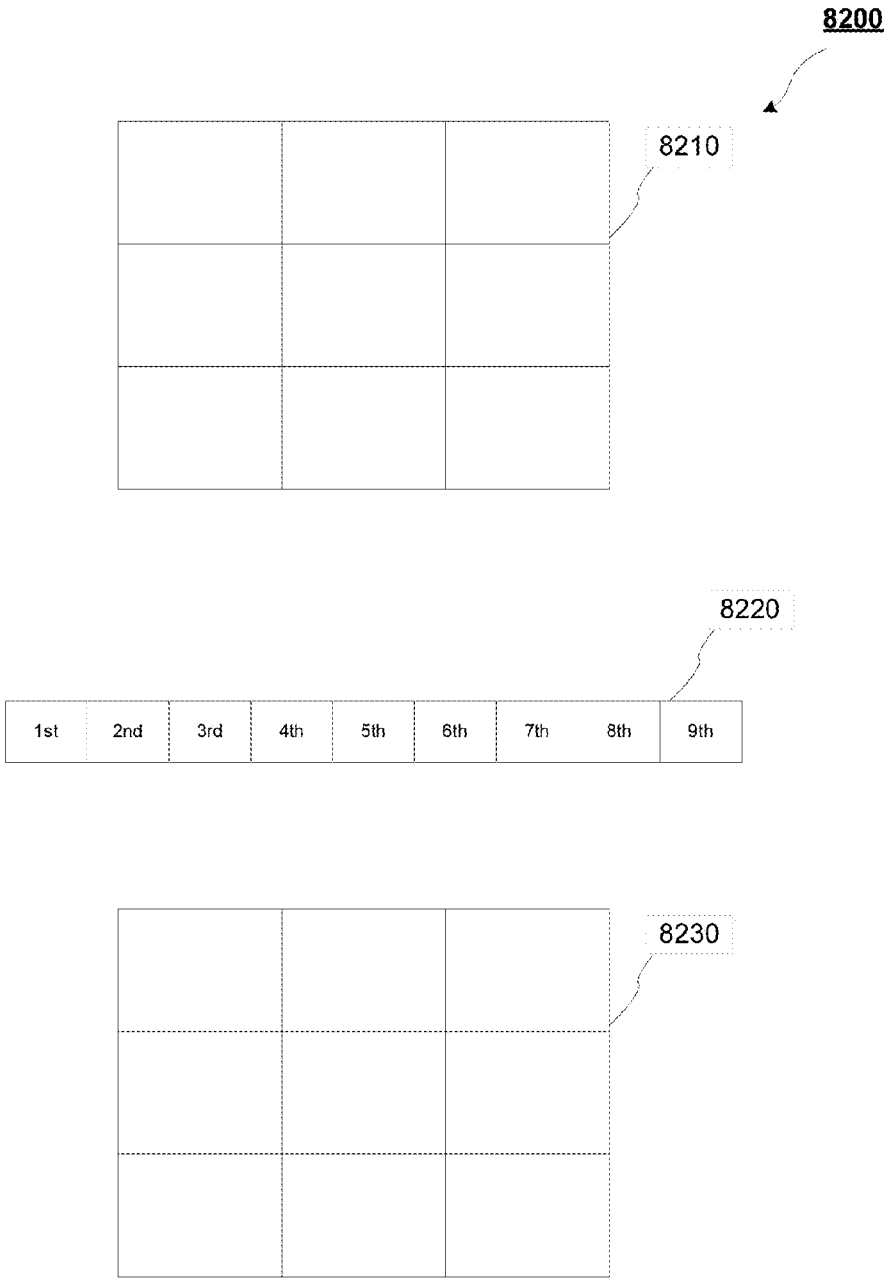


Fig. 8B

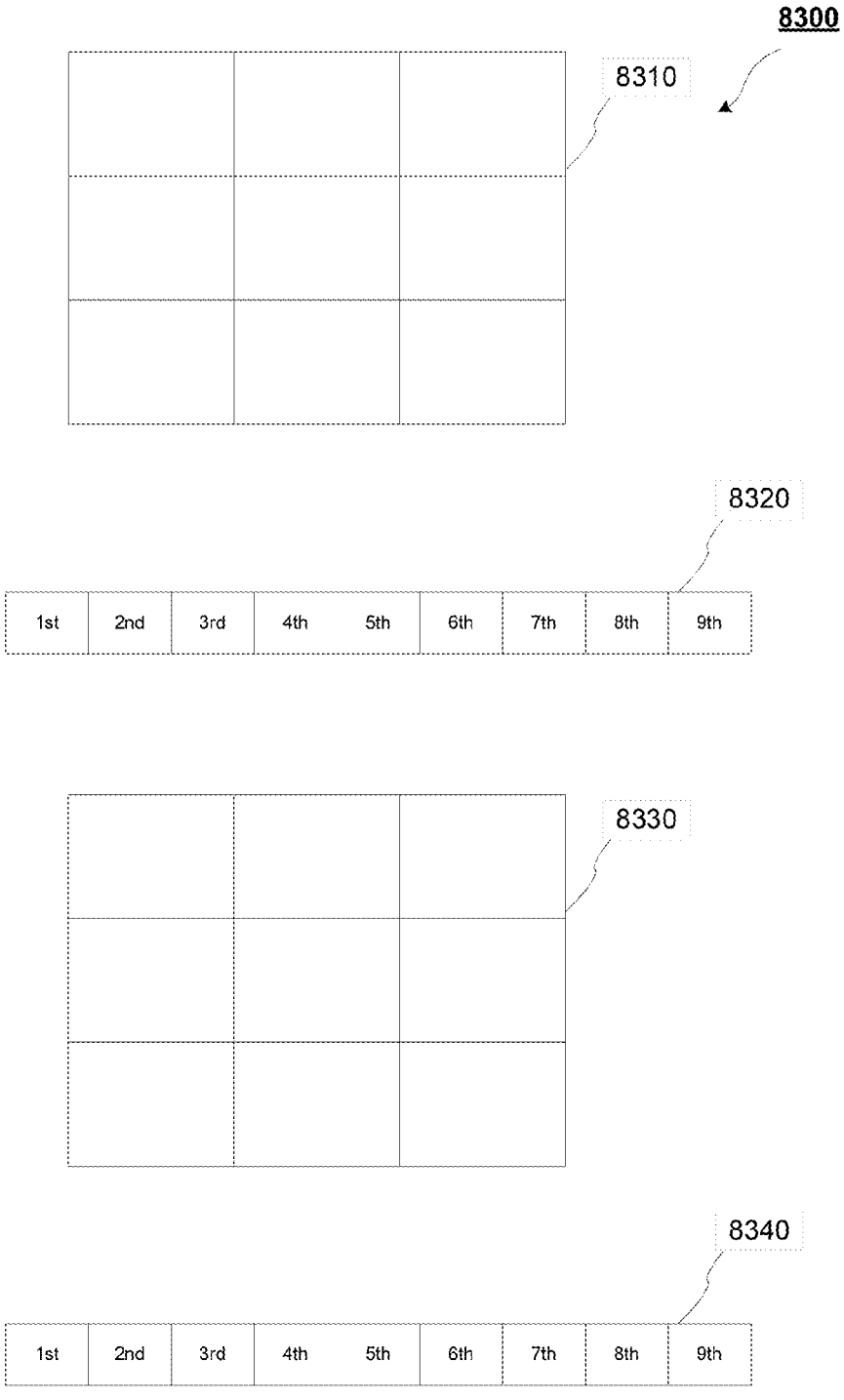

8300
8310
8320
1st
2nd
3rd
4th
5th
6th
7th
8th
9th
8330
8340
1st
2nd
3rd
4th
5th
6th
7th
8th
9th

Fig. 8C

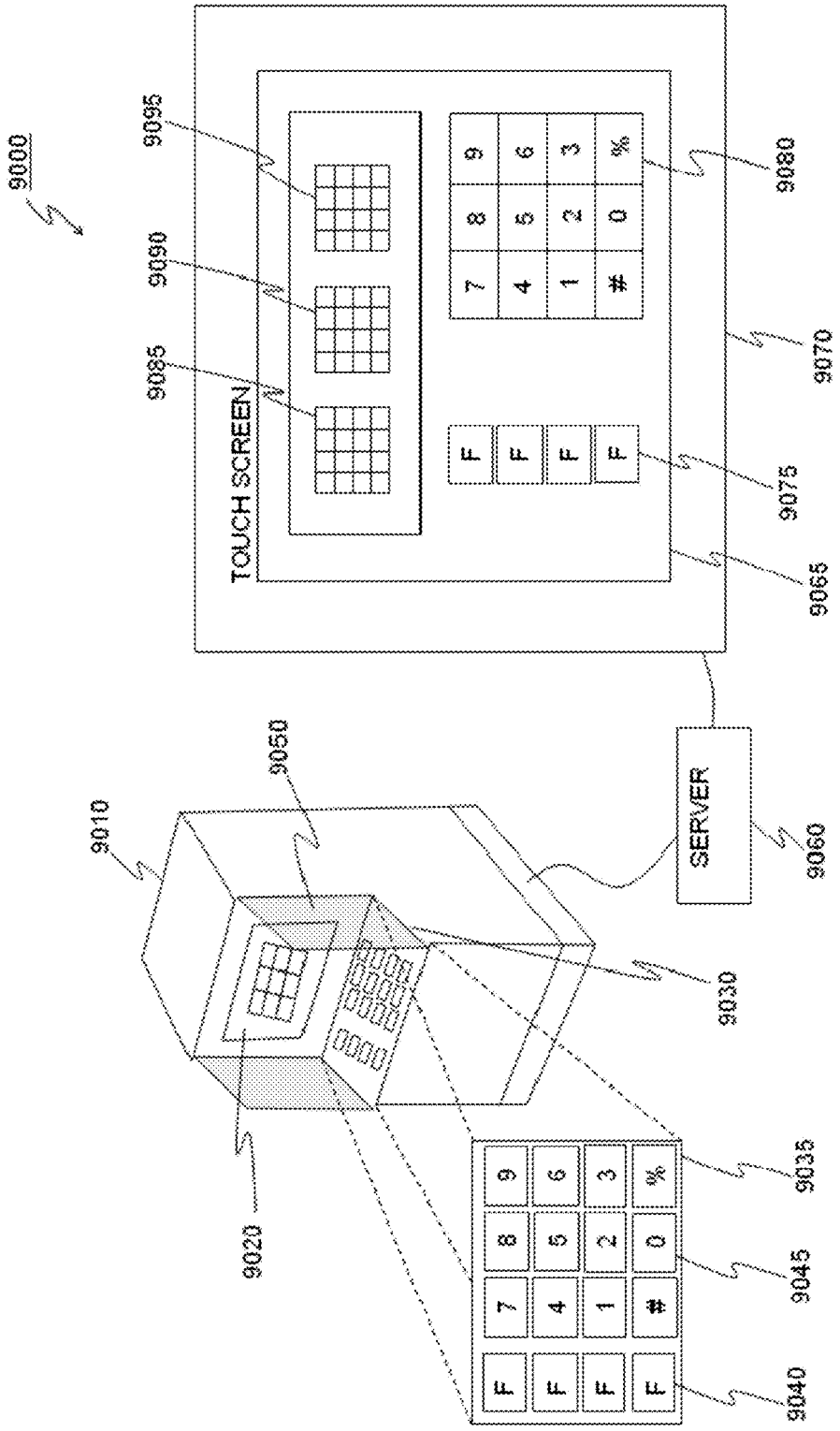

9000
9095
9090
9085
TOUCH SCREEN
9080
9070
9075
9065
SERVER
9060
9050
9010
9030
9020
9035
9045
9040
F
7
4
1
#
8
5
2
0
9
6
3
%

Fig. 9

10000

	Turn Number	Value of Revealed Token	ABSOLUTE DIFFERENCE	
1st Token revealed	1	7	|1 – 7| = 6	1st Score
2nd Token revealed	2	6	|2 – 6| = 4	2nd Score
3rd Token revealed	3	3	|3 – 3| = 0	3rd Score
4th Token revealed	4	9	|4 – 9| = 5	4th Score
5th Token revealed	5	2	|5 – 2| = 3	5th Score
6th Token revealed	6	5	|6 – 5| = 1	6th Score
7th Token revealed	7	8	|7 – 8| = 1	7th Score
8th Token revealed	8	4	|8 – 4| = 4	8th Score
9th Token revealed	9	1	|9 – 1| = 8	9th Score
			32	SUM OF THE SCORES

Fig. 10

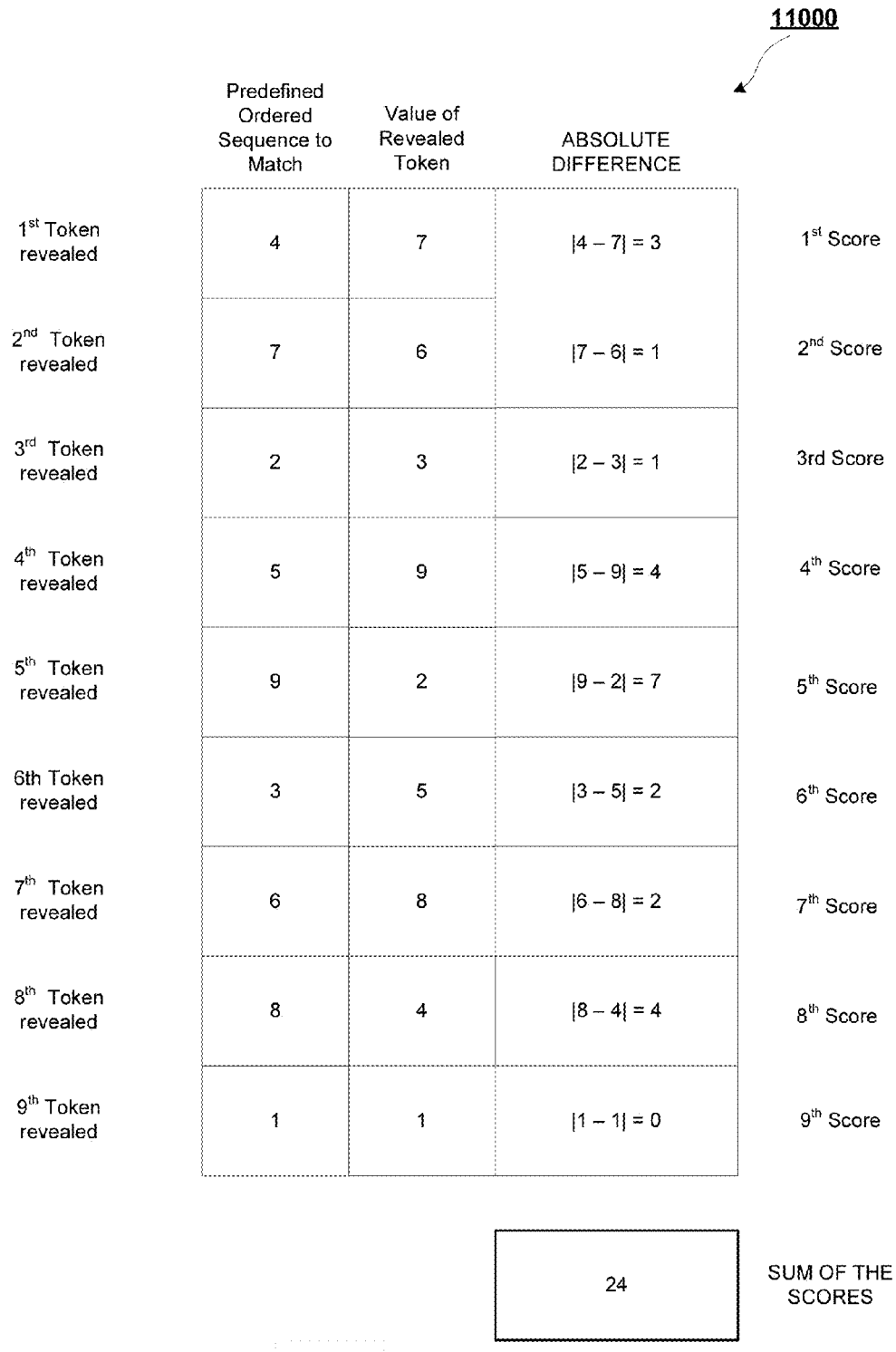

11000
Predefined Ordered Sequence to Match
Value of Revealed Token
ABSOLUTE DIFFERENCE
1st Token revealed
4
7
|4 – 7| = 3
1st Score
2nd Token revealed
7
6
|7 – 6| = 1
2nd Score
3rd Token revealed
2
3
|2 – 3| = 1
3rd Score
4th Token revealed
5
9
|5 – 9| = 4
4th Score
5th Token revealed
9
2
|9 – 2| = 7
5th Score
6th Token revealed
3
5
|3 – 5| = 2
6th Score
7th Token revealed
6
8
|6 – 8| = 2
7th Score
8th Token revealed
8
4
|8 – 4| = 4
8th Score
9th Token revealed
1
1
|1 – 1| = 0
9th Score
24
SUM OF THE SCORES

Fig. 11

12000

	Sequence to Match	Value of Revealed Token	ABSOLUTE DIFFERENCE	
1st Token revealed	♈ (Value 500)	♒ (Value 5500)	|500 – 5500| = 5000	1st Score
2nd Token revealed	♉ (Value 1000)	♏ (Value 4000)	|1000 – 4000| = 3000	2nd Score
3rd Token revealed	♊ (Value 1500)	♈ (Value 500)	|1500 – 500| = 1000	3rd Score
4th Token revealed	♋ (Value 2000)	♌ (Value 2500)	|2000 – 2500| = 500	4th Score
5th Token revealed	♌ (Value 2500)	♊ (Value 1500)	|2500 – 1500| = 1000	5th Score
6th Token revealed	♍ (Value 3000)	♐ (Value 4500)	|3000 – 4500| = 1500	6th Score
7th Token revealed	♎ (Value 3500)	♋ (Value 2000)	|3500 – 2000| = 1500	7th Score
8th Token revealed	♏ (Value 4000)	♑ (Value 5000)	|4000 – 5000| = 1000	8th Score
9th Token revealed	♐ (Value 4500)	♓ (Value 6000)	|4500 – 6000| = 1500	9th Score
10th Token revealed	♑ (Value 5000)	♉ (Value 1000)	|5000 – 1000| = 4000	10th Score
11th Token revealed	♒ (Value 5500)	♍ (Value 3000)	|5500 – 3000| = 2500	11th Score
12th Token revealed	♓ (Value 6000)	♎ (Value 3500)	|6000 – 3500| = 2500	12th Score

25000	SUM OF THE SCORES

Fig. 12

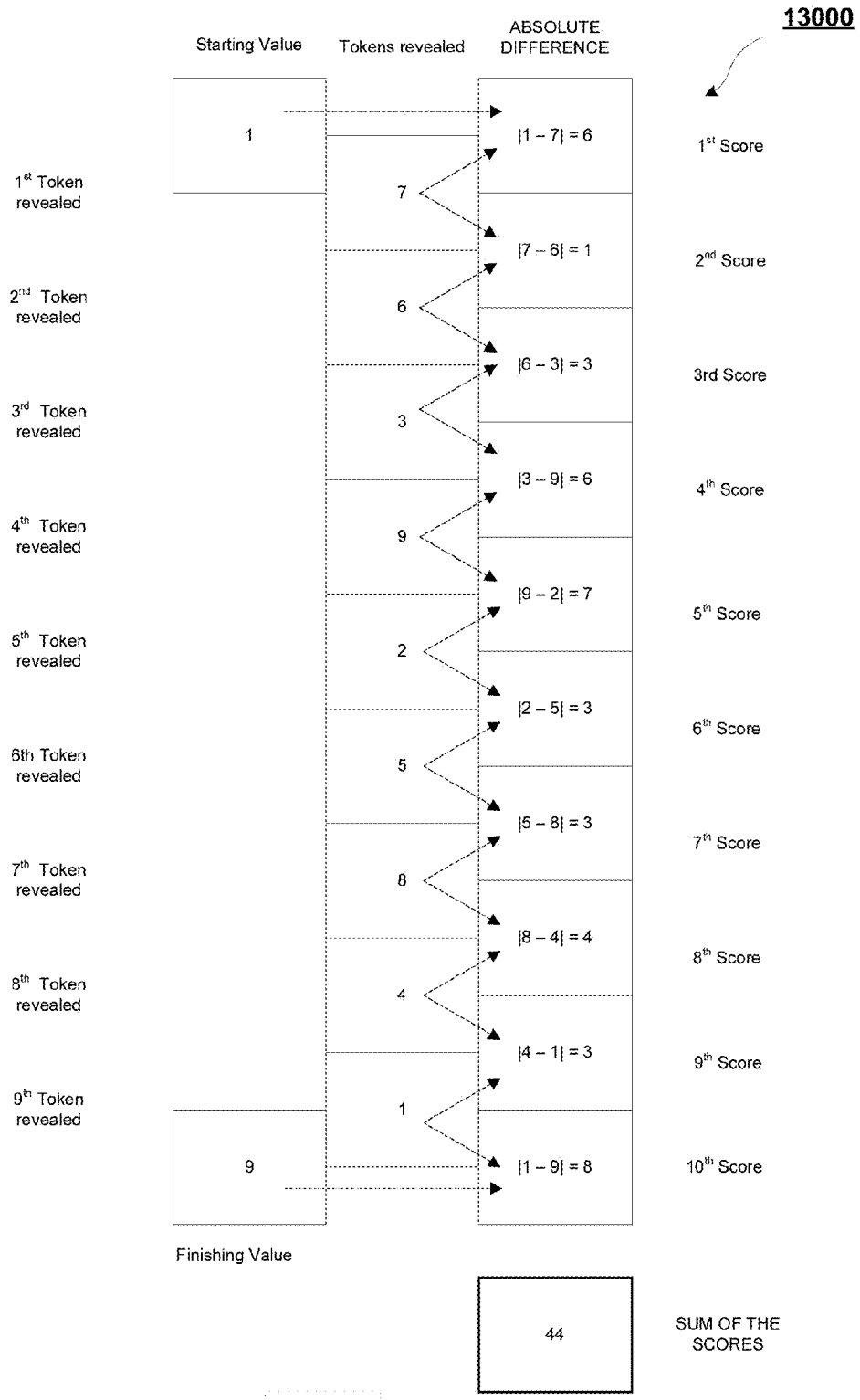

13000
Starting Value
Tokens revealed
ABSOLUTE DIFFERENCE
1
|1 – 7| = 6
1st Score
1st Token revealed
7
|7 – 6| = 1
2nd Score
2nd Token revealed
6
|6 – 3| = 3
3rd Score
3rd Token revealed
3
|3 – 9| = 6
4th Score
4th Token revealed
9
|9 – 2| = 7
5th Score
5th Token revealed
2
|2 – 5| = 3
6th Score
6th Token revealed
5
|5 – 8| = 3
7th Score
7th Token revealed
8
|8 – 4| = 4
8th Score
8th Token revealed
4
|4 – 1| = 3
9th Score
9th Token revealed
1
9
|1 – 9| = 8
10th Score
Finishing Value
44
SUM OF THE SCORES

Fig. 13

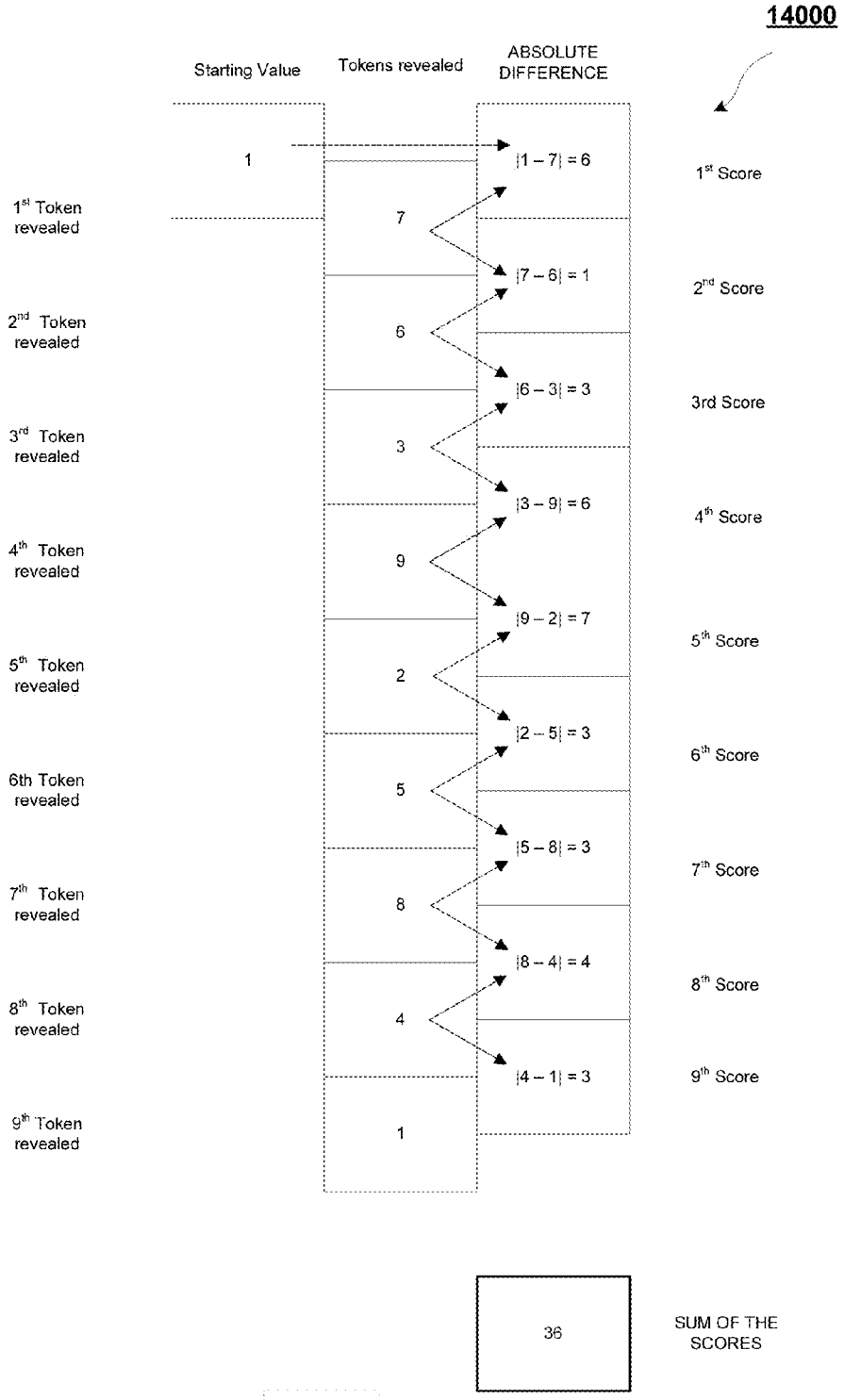

14000
Starting Value
Tokens revealed
ABSOLUTE DIFFERENCE
1
|1 – 7| = 6
1st Score
1st Token revealed
7
|7 – 6| = 1
2nd Score
2nd Token revealed
6
|6 – 3| = 3
3rd Score
3rd Token revealed
3
|3 – 9| = 6
4th Score
4th Token revealed
9
|9 – 2| = 7
5th Score
5th Token revealed
2
|2 – 5| = 3
6th Score
6th Token revealed
5
|5 – 8| = 3
7th Score
7th Token revealed
8
|8 – 4| = 4
8th Score
8th Token revealed
4
|4 – 1| = 3
9th Score
9th Token revealed
1
36
SUM OF THE SCORES

Fig. 14

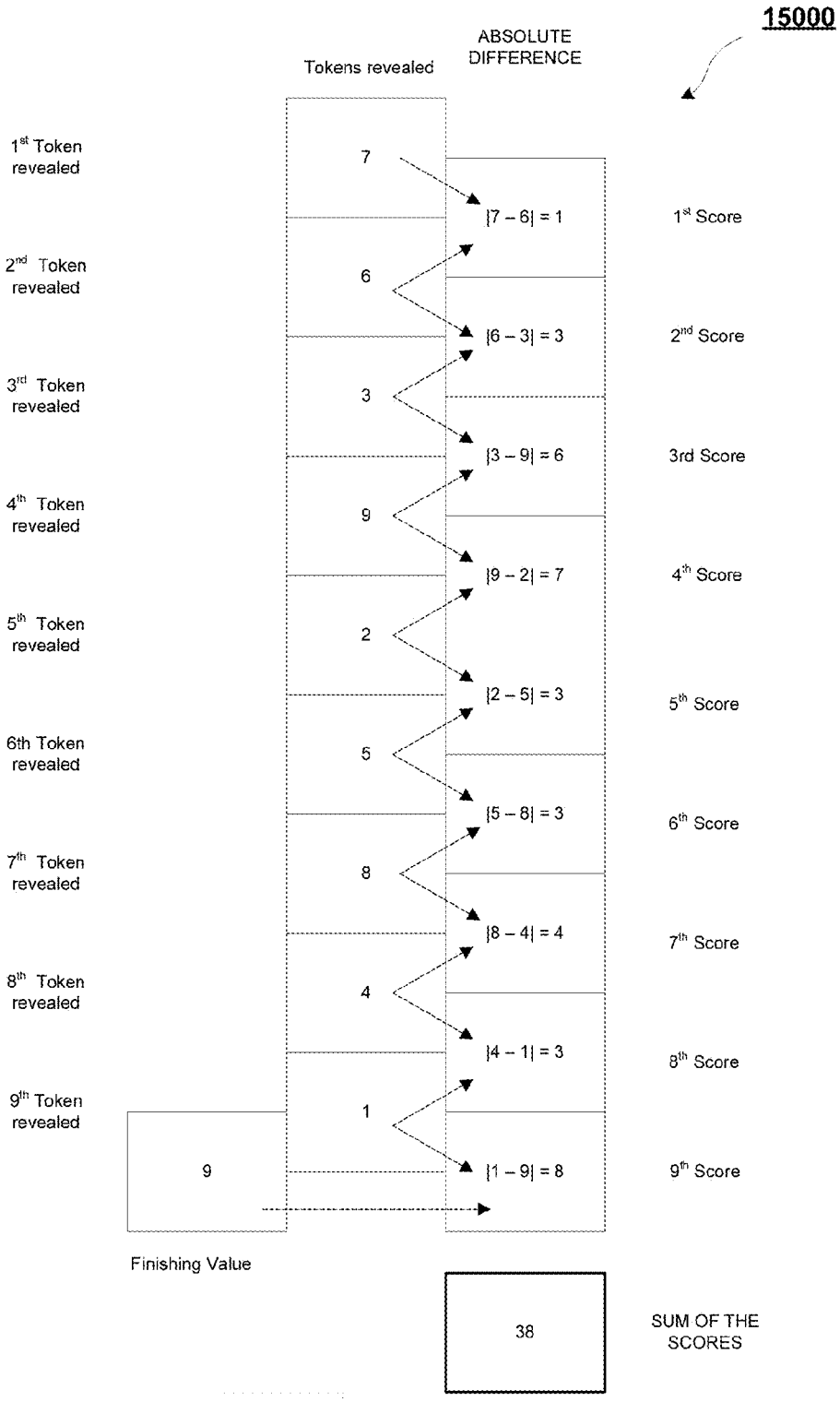

15000
ABSOLUTE DIFFERENCE
Tokens revealed
1st Token revealed
2nd Token revealed
3rd Token revealed
4th Token revealed
5th Token revealed
6th Token revealed
7th Token revealed
8th Token revealed
9th Token revealed
7
6
3
9
2
5
8
4
1
9
|7 – 6| = 1
|6 – 3| = 3
|3 – 9| = 6
|9 – 2| = 7
|2 – 5| = 3
|5 – 8| = 3
|8 – 4| = 4
|4 – 1| = 3
|1 – 9| = 8
1st Score
2nd Score
3rd Score
4th Score
5th Score
6th Score
7th Score
8th Score
9th Score
Finishing Value
38
SUM OF THE SCORES

Fig. 15

GAMING SERVER AND SYSTEM

CROSS-REFERENCE TO RELATED APPLICATIONS

This application is a divisional of U.S. patent application Ser. No. 13/021,503, filed Feb. 4, 2011 which is a national stage of PCT/AU2009/001015, filed Aug. 7, 2009, and claims the benefit of Australian Provisional Patent Application No. 2008904067, filed on Aug. 8, 2008; Australian Provisional Patent Application No. 2008904616, filed Sep. 5, 2008; Australian Patent Application No. 2010200417, filed Feb. 5, 2010, which are incorporated herein by reference.

BACKGROUND OF THE INVENTION

1. The Field of the Invention

The present invention relates generally to entertainment and, in particular, to a gaming server and system.

2. The Relevant Technology

Games of chance, skill, and entertainment exist in many different formats and are played using a variety of different gaming platforms. Such platforms can include, for example, cards, board games, playing fields, and computing devices.

It is desirable for a game to attract a player and retain the attention of the player throughout the duration of the game.

Thus, a need exists to provide an improved gaming server and system.

BRIEF SUMMARY OF THE INVENTION

It is an object of the present invention to overcome substantially, or at least ameliorate, one or more disadvantages of existing arrangements.

Described herein are a gaming system, method, computer server, and computer program product that utilise a first gaming table and a predefined number of tokens. The gaming table includes a number of cells that correspond to the number of tokens and each token has an associated value. The tokens are stored in the cells of the gaming table, with one token in each cell, until all of the cells are populated. A player then selects a cell of the gaming table to reveal the token stored therein. The player continues to select cells of the gaming table to reveal the tokens stored therein, until all of the tokens have been revealed. The gaming system, method, and computer program product of the present disclosure compute a score for a player by utilizing the values associated with the tokens, based on an order in which the tokens were revealed.

In one implementation, the values associated with consecutively revealed tokens are utilized to determine a relative value for each pair of revealed tokens. The relative values for all of the pairs of revealed tokens are summed to obtain a total score for that player. Thus, the gaming system, method, and computer program product of this embodiment compute a score for a player based on the relative difference between values associated with consecutively selected tokens. The gaming system, method, and computer program product may optionally include a starting value to compute an initial score based on a relative difference between the starting value and a first revealed token. The gaming system, method, and computer program product may optionally include a finishing value to compute a finishing score based on a relative difference between the finishing value and a final revealed token. The gaming system, method, and computer program product may optionally both a starting value and a finishing value.

In another implementation, a predefined ordered sequence of values is utilized to determine a score for the player, in conjunction with the order in which the tokens were revealed. The value of each token is compared to a value in the predefined ordered sequence of values corresponding to the order in which that token was revealed to determine a score associated with each revealed token. In one embodiment, the predefined ordered sequence of values corresponds to a number of a turn in which a token is revealed. In another embodiment, the predefined ordered sequence of values is predefined by a competing player, a gaming administrator or operator, or a random number generator.

In one implementation, the gaming system, method, and computer program product of the present disclosure involve game play between two players. Each player populates a gaming table with a set of tokens, wherein the other player is unable to witness how the opposing player has populated their respective gaming table. Thus, a first player populates a first gaming table with a first set of tokens and a second player populates a second gaming table with a second set of tokens. The first player reveals the second set of tokens stored in the gaming table of the second player by iteratively selecting cells of the second gaming table. Similarly, the second player reveals the first set of tokens stored in the first gaming table by iteratively selecting cells of the first gaming table.

The selection of cells by the first player and the second player may occur in an interleaved manner, with the first player and second player taking turns to select a cell from the gaming table of the other player. Alternatively, the first player and second player can each provide a list or sequence of cells in the order in which the tokens are to be stored in their gaming table and provide a list or sequence of cells in the order in which the tokens are to be revealed from the gaming table of the other player.

According to a first aspect of the present disclosure, there is provided a gaming server comprising: a memory for storing data and a computer program; a processor coupled to the memory for executing the computer program stored in the memory; a first player service module for providing an interface for communication with a first remote computing device; a database storing player information and game information; and a game application forming part of the computer program.

The game application includes instructions for performing the method steps of: receiving player information from the first remote computing device via the first player service module and storing the player information in the database; and delivering to the first computing device, via the first player service module, a game involving a first gaming table and a predefined number of first tokens, wherein the first gaming table includes a plurality of cells corresponding to the number of first tokens, each cell of the first gaming table being associated with a unique identifier, and further wherein each of the first tokens has an associated value; controlling population of the first gaming table by storing each of the first tokens in one of the cells of the first gaming table; receiving at least one selection command from the first computing device; revealing to the first computing device, in response to each one of the selection commands from the first computing device, one of the first tokens stored in a cell corresponding to the selection command; and determining, when each of the first tokens has been revealed in response to a selection command from the first computing device, a score for the first player, based on relative differences between values associated with consecutively selected first tokens.

According to a second aspect of the present disclosure, there is provided a land-based gaming terminal comprising: a memory storing data and a computer program; a processor coupled to the memory for executing the computer program;

a display coupled to the processor; a communications interface for controlling flow of data with a gaming server; a user interface for enabling a first player to input commands; and a gaming application forming part of the computer program.

The gaming application includes instructions for performing the steps of: sending, to the display, information relating to a first gaming table, the first gaming table including a plurality of cells corresponding to a predefined number of first tokens, wherein each cell is associated with a unique identifier; receiving data from the gaming server for populating the first gaming table; populating the first gaming table by storing each of the first tokens in one of the cells of the first gaming table, in accordance with the data received from the gaming server; receiving from the user interface at least one selection command input by the first player; revealing on the display, in response to each one of the selection commands input by the first player, one of the first tokens stored in a cell corresponding to the selection command; and determining, when each of the first tokens has been revealed in response to a selection command input by the first player, a score for the first player, based on relative differences between values associated with consecutively selected first tokens.

According to a third aspect of the present disclosure, there is provided an interactive peer-to-peer gaming system utilizing: (i) a first gaming table and a predefined number of first tokens, wherein the first gaming table includes a plurality of cells corresponding to the number of first tokens, each cell of the first gaming table being associated with a unique identifier, and further wherein each of the first tokens has an associated value, and (ii) a second gaming table and a predefined number of second tokens, wherein the second gaming table includes a plurality of cells corresponding to the number of second tokens, each cell of the second gaming table being associated with a unique identifier, and further wherein each of the second tokens has an associated value. The gaming system comprises: a first computing device for receiving, from a first user, first populating commands and a first sequence of identifiers corresponding to cells of the first gaming table; a second computing device for receiving, from a second user, second populating commands and a second sequence of identifiers corresponding to cells of the second gaming table; a gaming server coupled to the first computing device via a first communications link and coupled to the second computing device via a second communications link, the gaming server including: a memory for storing data and a computer program; a processor coupled to the memory for executing the computer program stored in the memory; and a gaming application forming part of the computer program.

The gaming application includes instructions for performing the steps of: receiving from the first computing device, via the first communications link, the first populating commands and the first sequence of identifiers; receiving from the second computing device, via the second communications link, the second populating commands and the second sequence of identifiers; populating the first gaming table with the first tokens based on the second populating commands; populating the second gaming table with the second tokens based on the first populating commands; revealing, in a consecutive manner based on the first sequence of identifiers, first tokens stored in the first gaming table; revealing, in a consecutive manner based on the second sequence of identifiers, second tokens stored in the second gaming table; determining a first score for the first player based on relative differences between values associated with consecutively revealed first tokens; determining a second score for the second player based on relative differences between values associated with consecutively revealed second tokens; and determining a winner, based on the first score and the second score.

According to a fourth aspect of the present disclosure, there is provided a gaming system utilizing a gaming table and a predefined number of tokens, wherein the gaming table includes a plurality of cells corresponding to the number of tokens, each cell of the gaming table being associated with a unique identifier, and further wherein each of the tokens has an associated value. The gaming system comprises: a first computing device for receiving, from a first user, a first sequence of identifiers corresponding to cells of the gaming table; a second computing device for receiving, from a second user, a second sequence of identifiers corresponding to cells of the gaming table; a gaming server coupled to the first computing device via a first communications link and coupled to the second computing device via a second communications link, the gaming server including: a memory for storing data and a computer program; a processor coupled to the memory for executing the computer program stored in the memory; and a gaming application forming part of the computer program.

The gaming application includes instructions for performing the steps of: populating the gaming table with the tokens; receiving from the first computing device, via the first communications link, the first sequence of identifiers; receiving from the second computing device, via the second communications link, the second sequence of identifiers; utilizing the first sequence of identifiers to determine a first sequence of tokens stored in the gaming table; determining a first score for the first player, based on relative differences between values associated with consecutive tokens in the first sequence of tokens; utilizing the second sequence of identifiers to determine a second sequence of tokens stored in the gaming table; determining a second score for the second player, based on relative differences between values associated with consecutive tokens in the second sequence of tokens; and determining a winner, based on the first score and the second score.

According to another aspect of the present disclosure, there is provided an apparatus for implementing any one of the aforementioned methods. In one implementation, the apparatus is a land-based gaming terminal or computer server.

According to a further aspect of the present disclosure, there is provided a computer program product including a computer readable medium having recorded thereon a computer program for implementing any one of the methods described above.

Other aspects of the invention are also disclosed.

These and other objects and features of the present invention will become more fully apparent from the following description and appended claims, or may be learned by the practice of the invention as set forth hereinafter.

BRIEF DESCRIPTION OF THE DRAWINGS

One or more embodiments of the present invention will now be described with reference to the drawings, in which:

FIG. **1** is a flow diagram of a method of gaming according to an embodiment of the present disclosure;

FIGS. **2**A to **2**H are a flow diagram of a method of gaming according to an embodiment of the present disclosure;

FIG. **3** is a schematic representation of a gaming method and system according to an embodiment of the present disclosure;

FIG. **4** is a flow diagram of a method of determining scores for the gaming method and system of FIGS. **1** to **3**;

FIG. **5** is a schematic block diagram representation of a gaming system according to an embodiment of the present disclosure;

FIGS. **6**A and **6**B are a flow diagram of player interaction while playing a gaming method according to an embodiment of the present disclosure;

FIG. **7** is a schematic block diagram of a general purpose computer upon which arrangements described can be practised;

FIGS. **8**A to **8**C are schematic block diagram representations of preselection interfaces in accordance with embodiments of the present disclosure;

FIG. **9** is a schematic block diagram representation of a gaming system in accordance with an embodiment of the present disclosure;

FIG. **10** is a flow diagram of a method of determining scores for the gaming method and system of the present disclosure;

FIG. **11** is a flow diagram of a method of determining scores for the gaming method and system of the present disclosure;

FIG. **12** is a flow diagram of a method of determining scores for the gaming method and system of the present disclosure;

FIG. **13** is a flow diagram of a method of determining scores for the gaming method and system of the present disclosure;

FIG. **14** is a flow diagram of a method of determining scores for the gaming method and system of the present disclosure; and

FIG. **15** is a flow diagram of a method of determining scores for the gaming method and system of the present disclosure.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

Where reference is made in any one or more of the accompanying drawings to steps and/or features that have the same reference numerals, those steps and/or features have for the purposes of this description the same function(s) or operation(s), unless the contrary intention appears.

Overview

Disclosed herein is a gaming method and system. According to one embodiment, a plurality of predefined tokens is provided, wherein each token is associated with a value. A gaming table with a corresponding number of gaming cells is also provided, wherein each cell is associated with a unique cell identifier. Each gaming cell is capable of storing one of the tokens.

The gaming table represents an area on which the game is to be played, and can be implemented using, for example, a physical table, a portion of real estate on a display of an electronic device, such as a display screen of a mobile phone handset or computing device, or an area of a proprietary gaming and wagering terminal. Other physical and virtual implementations can equally be practised without departing from the spirit and scope of the present disclosure.

In one mode of play, each of the tokens is allocated to a corresponding one of the gaming cells and stored therein. The tokens are not initially revealed to a player. The player utilises the cell identifiers to select one of the gaming cells and the corresponding token stored therein is revealed. The player then selects a second gaming cell to reveal the token stored in the second gaming cell. The game continues until the player has selected all of the gaming cells and all of the tokens have been revealed.

A score is then determined based on the sequence in which the tokens were revealed.

As each token has an associated value, one embodiment determines relative differences between values associated with consecutively selected tokens by calculating an absolute value between successively revealed tokens. The sum of the absolute values is the score awarded to the player for that game; the lower the score, the better.

In one embodiment, a predefined starting value is provided to enable an initial score to be determined, based on a value of the first selected token. The initial score is the absolute value between the starting value and the value of the first selected token. The initial score is included in the sum of the absolute values to determine the score awarded to the player. In a further embodiment, a predefined finishing value is provided to enable a finishing score to be determined, based on a value of the final selected token. The finishing score is the absolute value between the finishing value and the value of the final selected token. The finishing score is included in the sum of the absolute values to determine the score awarded to the player. In another embodiment, a starting value and a finishing value are provided to enable an initial score and a finishing score to be determined in the manner described above. Each of the initial score and the finishing score is included in the sum of the absolute values to determine the score awarded to the player.

An alternative embodiment utilises a predefined ordered sequence of values to determine the score, based on the sequence in which the tokens were revealed. The method determines a relative difference between values associated with the selected tokens and corresponding values in the predefined ordered sequence of values. The sum of the relative differences is the score awarded to the player for that game; the lower the score, the better. In one embodiment, the predefined ordered sequence of values is a set of numbered turns. In another embodiment, the predefined ordered sequence of values is assigned by a random number generator, a competing player, a game administrator, or other means. In a further embodiment, the predefined ordered sequence of values corresponds to a layout of a gaming table.

In one embodiment, the tokens are allocated to the gaming cells by a competitor of the player, or a game controller. The game controller can be, for example, another person or a program executing on a computing device.

In one embodiment in which the tokens are allocated to the gaming cells by a game controller, thus populating the gaming table with the tokens, a first player and a second player provide a first and second sequence of identifiers, respectively, corresponding to cells of the gaming table. The gaming method determines a first sequence of tokens stored in the gaming table by utilising the first sequence of identifiers. Similarly, the gaming method determines a second sequence of tokens stored in the gaming table by utilising the second sequence of identifiers. Determining the first and second sequences may be readily performed, as the identifiers in the first and second sequences of identifiers correspond directly to cells of the gaming table.

The gaming method determines a first score for the first player, based on relative differences between values associated with consecutive tokens in the first sequence of tokens, and determines a second score for the second player, based on relative differences between values associated with consecutive tokens in the second sequence of tokens. The gaming method then determines a winner, based on the first score and the second score. Any number of players can compete in this embodiment by each providing a sequence of identifiers cor-

responding to cells of the gaming table. A score is determined for each player, as described above, and then a winner is determined.

In another embodiment, an interactive gaming method and system are provided to facilitate the playing of a game between two players. An instance of a game includes three main phases: "setup", "attack", and "scoring". During the "setup" phase, each player populates a gaming table with a sequence of tokens. Thus, a first player and a second player are provided with corresponding first and second gaming tables. Each gaming table includes a number of gaming cells. A first set of tokens is allocated to the first player and a second set of tokens is allocated to the second player. The first and second sets of tokens are identical, and each token in the respective sets is associated with a value. The first player selects a gaming cell on the first gaming table for each one of the tokens in the first set of tokens. Similarly, the second player selects a gaming cell on the second gaming table for each one of the tokens in the second set of tokens. The first gaming table is hidden from the second player and the second gaming table is hidden from the first player while the tokens are being placed.

Once each of the first and second players has populated their respective first and second gaming tables with the respective first and second sets of tokens, the game enters the "attack" phase. During the "attack" phase, the first player and the second player take turns to select a gaming cell from the playing table of the other player. The gaming cells are selected by utilising unique identifiers associated with each of the cells. When a cell is selected, the token stored therein is revealed to the other player.

The values associated with the predefined tokens form a sequence. It is desirable for a player to reveal tokens in an order that corresponds to the sequence of the values associated with the tokens (or an inversion thereof). In one embodiment, the scoring is dependent on the absolute values between successively revealed tokens, and thus the lowest score is achievable by revealing the tokens in the same order as defined by the values associated with the tokens (or in reverse). Calculating absolute values between successively revealed tokens provides a score based on relative differences between values associated with consecutively selected tokens.

Once all of the gaming cells for the first and second gaming tables have been selected and all of the tokens from the first and second sets of tokens have consequently been revealed, the game passes to the "scoring" phase. The "scoring" phase calculates the absolute values between the tokens in the order in which the tokens were revealed and then the absolute values are added to provide a total. The player with the lower total is the winner. If the totals are the same, it is a draw.

The tokens can be numbers, icons, pictures, or any graphical symbol. The tokens are arranged in a sequential order by virtue of the values associated with the tokens. It is desirable to identify the tokens in the same sequential order, or the reverse thereof, to minimise the score.

In an alternative embodiment, the "attack" phase and the "scoring" phase occur in parallel, such that one or more interim scores are provided to the players during the attack phase. In one implementation, the "attack" phase and the "scoring" phase are interleaved to provide each player with a progress score after each token has been revealed. Such an embodiment provides the players with immediate feedback relating to their progress in the game.

In one implementation, the players are informed only of their respective score. In another implementation, the scores of the first and second players are provided to each of the first and second players, and thus both first and second players will have an indication of their performance relative to the other player, and thus will have an indication of their relative chances of success.

A further embodiment provides information to the players at one or more intervals during play of the game. The information is based on the sequence of tokens chosen to that time and may include, for example, one or more of: a player's current score, a maximum possible score for that player based on the remaining tokens, a minimum possible score for that player based on the remaining tokens, a range of possible scores for that player based on the remaining tokens, an opponent's score, a maximum possible score for the opponent based on the remaining tokens, a minimum possible score for the opponent based on the remaining tokens, a range of possible scores for the opponent based on the remaining tokens, a probability of the player winning based on the current position of the game, and a probability of the opponent winning based on the current position of the game. The players can then utilise the information to make decisions relating to further bets and stakes that may be wagered on the game.

One embodiment of the present disclosure provides each of first and second players with a gaming table in the form of a 3×3 grid upon which the first and second players have to place the numbers 1 (one) through to 9 (nine) in any cell within the gaming table without the other player knowing where they have placed their numbers on their gaming table. Once a player has completed placing the numbers on the gaming table, that player must wait until their opponent has also setup their gaming table. Once both players have prepared their respective gaming tables (placed the numbers 1 through to 9 within each cell in the game), the game is ready to begin.

One player makes a first guess at identifying a number on the opposing player's gaming table. The player selects a cell, using a unique identifier associated with the cell, and the opponent reveals what number the opponent had placed in the selected cell. The player will then record the revealed number on his score sheet. As there are 9 numbers stored in the 9 cells of the 3×3 grid of the gaming table, each player will have 9 attacking attempts to identify where the numbers are located on their competitor's gaming table. The attacking attempts and their order define an "attack sequence".

The idea of one embodiment of the game is that the opposing player will attempt to guess where the player has placed their numbers and with each attempt identify a sequence. The goal of the game is to guess where each number is and, with every attempt, guess a low scoring sequence. The total score is determined by determining relative differences between values associated with consecutively selected first tokens and then adding each of the absolute differences between each score sequence. In this particular example, the lowest scoring sequences are 1, 2, 3, 4, 5, 6, 7, 8, 9 and 9, 8, 7, 6, 5, 4, 3, 2, 1. The player with the lowest score wins the game. The lowest possible score for this embodiment is 8.

For example, if the first player selects the cells in the order in which those cells contain the numbers 1 to 9, the revealed sequence is 1, 2, 3, 4, 5, 6, 7, 8, 9. The scoring is set out below:

Score Sequence achieved {1,2,3,4,5,6,7,8,9}
Score 1&2 1-2=|−1|=1
Score 2&3 2-3=|−1|=1
Score 3&4 3-4=|−1|=1
Score 4&5 4-5=|−1|=1
Score 5&6 5-6=|−1|=1
Score 6&7 6-7=|−1|=1
Score 7&8 7-8=|−1|=1
Score 8&9 8-9=|−1|=1
Total Score 1+1+1+1+1+1+1+1=8

If the first and second player attain the same Total Score, it is a draw.

Draws arising during the play of any one of the gaming embodiments described herein can be handled in many different ways. For example, another complete or partial game can be played, the prize can be split, or a bonus round can be instigated. Such a bonus round may include, for example:

i. Black/Red.

Each player must select a colour from a colour range. Each player must then guess what the other player has selected. The player that guesses correctly in a single iteration of the BLACK/RED round wins the game.

ii. Pick the Number.

Each player must select a number from a predefined number range. The player who guesses the other player's number in a round of pick the number wins. If both players guess the respective number in the first round then another round of "Pick the number" must be played.

iii. Closest Guess.

Each player must select a number from a predefined number range. Each opponent has to guess what number their opponent picked. The player that guesses the number which is the closest in value to the other participant's chosen number, wins.

iv. Random Number Generator.

A winner is allocated by a random number generator executing on a processor of a computing device.

v. Best Player.

A winner is identified as the player whose total score was lower to the other player in a prior score sequence before the draw occurred. The prior score sequence can include all scores determined before the draw occurred or any subset thereof.

vi. Best Last Play.

A winner is identified as the player who scored the lowest score in a previous score sequence(s). The previous score sequence can include a score derived from a most recent pair of tokens, or a score derived from any sequence of revealed tokens before the draw occurred.

vii. Replay.

A new game is played due to the draw occurring.

viii. Share Prize.

The players share the WIN outcome.

ix. Lowest Number First.

The player who revealed the lowest number(s) first is determined as the winner, the lowest number corresponding to the lowest value associated with one of the tokens.

x. Highest Number First.

The player who revealed the highest number(s) first is determined as the winner, the highest number corresponding to the highest value associated with one of the tokens.

Other embodiments utilise a gaming table having a 2×2 grid of cells with a sequence of tokens from 1 to 4, a gaming table having a 4×4 grid of cells with a sequence of tokens from 1 to 16, a gaming table having a 5×5 grid of cells with a sequence of tokens from 1 to 25, and so forth. Yet other embodiments utilise gaming tables with cells not arranged in a grid formation. For example, the cells can be placed in one or more lines, the cells can be arranged to form a picture or geometric representation, or the cells can be placed randomly within the gaming table. As long as the cells are associated with unique identifiers, any number of cells can be utilised in any desired arrangement.

FIG. **1** is a flow diagram of a process **1000** for playing a game in accordance with one embodiment of the present disclosure. In this embodiment, the predefined tokens are the numbers 1, 2, 3, 4, 5, 6, 7, 8, 9 and the value associated with each token is the number itself. Thus, 1 has a value of 1, 2 has a value of 2, 3 has a value of 3, 4 has a value of 4, 5 has a value of 5, 6 has a value of 6, 7 has a value of 7, 8 has a value of 8, and 9 has a value of 9. The sequences **1**, **2**, **3**, **4**, **5**, **6**, **7**, **8**, **9** and **9**, **8**, **7**, **6**, **5**, **4**, **3**, **2**, **1** will produce a lowest possible sum of "8" for the absolute values of successive tokens. In this embodiment, a gaming table consisting of 9 cells arranged in a 3×3 grid is provided to each of a first and a second player.

The gaming process **1000** commences at a Begin step **1005** and progresses to step **1010**, in which the first and second players register to play an instance of the game. The actual step of registration will depend on the platform on which the game is being played. In a board game environment, registration may include collecting tokens and a gaming table. In a mobile telephone environment, selecting a gaming application on a mobile handset may register the user with a remote gaming server via a communications network. Optionally, depending on the application, a user may be required to transfer personal information. In an ad-hoc wireless network environment, such as Bluetooth, the establishment of an ad-hoc wireless connection may constitute the registration. In an online computing environment, registration may include the steps of browsing a website and providing personal information.

Control passes to step **1015**, in which the first and second players set up a respective gaming table by placing each of the tokens 1 to 9 in a cell of the 3×3 grid. The aim of the game is to identify the locations of a competing player's sequence of numbers on a corresponding gaming table.

In step **1020**, the first player attacks by selecting a first cell in the 3×3 grid of the gaming table of the second player. The first player is free to choose any cell, and selects the cell by using unique identifiers associated with each of the cells. In one embodiment, the columns of the 3×3 grid of the gaming table are allocated "A", "B", "C", respectively, and the rows "1", "2", "3", respectively, as identifiers. Thus, the top-left cell is designated A**1** and the bottom-right cell is designated C**3**. The token stored in the selected cell is then revealed to the first player.

Control passes to step **1025** and the second player attacks by selecting a cell of the gaming table of the first player. The token stored in the selected cell is then revealed to the second player. Control passes to decision step **1030**, which determines whether the game has completed. If the game has not completed, No, control returns to step **1020** and the first player attacks again. However, if at step **1030** the game has completed, Yes, control passes to step **1035**. Step **1035** determines a winner based on scores derived during the gaming process. Values associated with each token are utilised to determine a score for the sequence in which the tokens were revealed by each of the first player and the second player. Control then passes to step **1040** and the process **1000** terminates.

As described above, it is possible for the "attack" phase and the "scoring" phase to run in parallel. In such an embodiment, scores are calculated after each token is revealed by an "attacking" move, and thus the winner is readily determined once all tokens have been revealed.

The example of FIG. **1** will now be described in greater detail with reference to FIG. **2**, FIG. **3**, and FIG. **4**. A finite sequence of tokens 1, 2, 3, 4, 5, 6, 7, 8, 9 is to be utilised by each of the first player and the second player. As described above with reference to FIG. **1**, the gaming table for this example includes 9 cells arranged in a 3×3 grid. FIG. **3** shows a gaming system **3000** with a gaming table **3010** with columns denoted "A", "B", and "C" and rows denoted "1", "2",

and "3". The gaming system **3000** also includes an array **3015** of the sequence of tokens "1, 2, 3, 4, 5, 6, 7, 8, 9".

FIGS. **2**A to **2**H show a flow diagram explaining the steps of FIG. **1** in more detail. A gaming process **2000** begins at a begin step **2002** of FIG. **2**A and proceeds to a player registration step **2004**. Control passes to step **2006**, in which the first player prepares the first gaming table by placing each of the tokens 1 to 9 in cells of the first player's choosing. Control passes to **2008** and the second player prepares the second gaming table by placing each of the tokens 1 to 9 in the cells of the second player's choosing. At this stage, the tokens placed by the second player in the cells of the second gaming table are not visible to the first player and the tokens placed by the first player in the first gaming table are not visible to the second player. It will be appreciated that steps **2006** and **2008** can be reversed or performed in parallel, without departing from the spirit and scope of the present disclosure.

In this example, the gaming table **3010** of FIG. **3** represents the second gaming table. Arrows from the array **3015** to the gaming table **3010** indicate the manner in which the second player has populated the gaming table in this example. Thus, cell A**1** contains "2", cell B**1** contains "8", cell C**1** contains "6", cell A**2** contains "7", cell B**2** contains "1", cell C**2** contains "9", cell A**3** contains "4", cell B**3** contains "3", and cell C**3** contains "5".

FIG. **4** is an example of a scoring sheet **4000** that can be utilised to track scores during an instance of a game. The scoring sheet **4000** shows a first column consisting of 9 cells into which tokens revealed during game play can be placed. The scoring sheet **4000** also shows a second column next to the first column. The second column consists of 8 cells, wherein the second column is displaced relative to the first column, such that each cell of the second column straddles two cells from the first column. The cells of the second column are for storing the absolute values of the tokens stored in the adjacent cells of the first column. For the sake of brevity and clarity, the first gaming table and scoring chart for the second player are not shown.

Once the first player and second player have prepared their respective first and second gaming tables, control passes from step **2008** to **2010**, in which the first player makes a first attacking attempt by choosing a cell on the grid of the second playing table. In step **2012**, the token placed in the selected cell is revealed to the first player. If the first player selects cell A**2**, the token "7" is revealed to the first player. For scoring purposes, "7" is placed in the first cell of the first column of FIG. **4**. In this example, the tokens and their associated values are the same. In alternative embodiments, the value associated with the revealed token is utilised for scoring purposes.

Control passes to step **2014** for the first attempt of the second player. The second player chooses a cell on the grid of the first playing table and control passes to step **2016** of FIG. **2**B in which the token placed in the selected cell is revealed to the second player.

Control passes from step **2016** to **2018**, in which the first player makes a second attacking attempt by choosing a second cell on the grid of the second playing table. In step **2020**, the token placed in the selected cell is revealed to the first player. The first player knows that the first token revealed was "7" and that the smallest score will be achieved by selecting the cell in which the second player placed either the "6" or the "8", as the absolute difference between "7" and "6" is 1 and the absolute difference between "7" and "8" is 1.

If the first player selects cell C**1**, the token "6" is revealed to the first player. The token "6" is placed in the second cell of the first column of FIG. **4**. Control passes to step **2022**, which determines a first score for the first player by calculating the absolute value of the difference between the values associated with the tokens revealed by the first and second attempts of the first player. The first score is the relative difference between the values associated with the tokens revealed by the first and second attempts of the first player. In this example, the first and second attempts revealed tokens "7" and "6", which have an absolute difference of 1. Thus, the first score of the first player is 1. This first score is entered in the first cell of the second column of FIG. **4**.

Control passes to step **2024** for the second attempt of the second player. The second player chooses a second cell on the grid of the first playing table and control passes to step **2026** in which the token placed in the selected cell is revealed to the second player. Control then passes to step **2028** to determine a first score of the second player.

Control passes from step **2028** to **2030** of FIG. **2**C, in which the first player makes a third attacking attempt by choosing a third cell on the grid of the second playing table. In step **2032**, the token placed in the selected cell is revealed to the first player. The first player knows that the most recently revealed token was "6" and that the smallest score will be achieved by selecting the cell in which the second player placed the "5", as the absolute difference between "7" and "6" is 1. Token "7" was selected in the first attacking attempt.

If the first player selects cell B**3**, the token "3" is revealed to the first player. The token "3" is placed in the third cell of the first column of FIG. **4**. Control passes to step **2034**, which determines a second score for the first player by calculating the absolute value of the difference between the values associated with the tokens revealed by the second and third attempts of the first player. In this example, the second and third attempts revealed tokens "6" and "3", which have an absolute difference of 3. Thus, the second score of the first player is 3. This second score is entered in the second cell of the second column of FIG. **4**.

Control passes to step **2036** for the third attempt of the second player. The second player chooses a third cell on the grid of the first playing table and control passes to step **2038** in which the token placed in the selected cell is revealed to the second player. Control then passes to step **2040** to determine a second score of the second player.

Control passes from step **2040** to **2042**, in which the first player makes a fourth attacking attempt by choosing a fourth cell on the grid of the second playing table. In step **2044**, the token placed in the selected cell is revealed to the first player. The first player knows that the most recently revealed token was "3" and that the smallest score will be achieved by selecting the cell in which the second player placed either the "2" or the "4", as the absolute difference between "3" and "2" is 1 and the absolute difference between "3" and "4" is 1.

If the first player selects cell C**2**, the token "9" is revealed to the first player. The token "9" is placed in the second cell of the first column of FIG. **4**. Control passes to step **2046** of FIG. **2**D, which determines a third score for the first player by calculating the absolute value of the difference between the values associated with the tokens revealed by the third and fourth attempts of the first player. In this example, the third and fourth attempts revealed tokens "3" and "9", which have an absolute difference of 6. Thus, the third score of the first player is 6. This third score is entered in the third cell of the second column of FIG. **4**.

Control passes to step **2048** for the fourth attempt of the second player. The second player chooses a fourth cell on the grid of the first playing table and control passes to step **2050** in which the token placed in the selected cell is revealed to the second player. Control then passes to step **2052** to determine a third score of the second player.

Control passes from step **2052** to **2054**, in which the first player makes a fifth attacking attempt by choosing a fifth cell on the grid of the second playing table. In step **2056**, the token placed in the selected cell is revealed to the first player. The first player knows that the most recently revealed token was "9" and that the smallest score will be achieved by selecting the cell in which the second player placed the "8", as the absolute difference between "9" and "8" is 1.

If the first player selects cell A**1**, the token "2" is revealed to the first player. The token "2" is placed in the fifth cell of the first column of FIG. **4**. Control passes to step **2058**, which determines a fourth score for the first player by calculating the absolute value of the difference between the values associated with the tokens revealed by the fourth and fifth attempts of the first player. In this example, the fourth and fifth attempts revealed tokens "9 and "2", which have an absolute difference of 7. Thus, the fourth score of the first player is 7. This fourth score is entered in the fourth cell of the second column of FIG. **4**.

Control passes to step **2060** for the fifth attempt of the second player. The second player chooses a fifth cell on the grid of the first playing table and control passes to step **2062** of FIG. **2**E in which the token placed in the selected cell is revealed to the second player. Control then passes to step **2064** to determine a fourth score of the second player.

Control passes from step **2064** to **2066**, in which the first player makes a sixth attacking attempt by choosing a sixth cell on the grid of the second playing table. In step **2068**, the token placed in the selected cell is revealed to the first player. The first player knows that the most recently revealed token was "2" and that the smallest score will be achieved by selecting the cell in which the second player placed either the "1" or the "3", as the absolute difference between "2" and "1" is 1 and the absolute difference between "2" and "3" is 1.

If the first player selects cell C**3**, the token "5" is revealed to the first player. The token "5" is placed in the sixth cell of the first column of FIG. **4**. Control passes to step **2070**, which determines a fifth score for the first player by calculating the absolute value of the difference between the values associated with the tokens revealed by the fifth and sixth attempts of the first player. In this example, the fifth and sixth attempts revealed tokens "2" and "5", which have an absolute difference of 3. Thus, the fifth score of the first player is 3. This fifth score is entered in the fifth cell of the second column of FIG. **4**.

Control passes to step **2072** for the sixth attempt of the second player. The second player chooses a sixth cell on the grid of the first playing table and control passes to step **2074** in which the token placed in the selected cell is revealed to the second player. Control then passes to step **2076** to determine a fifth score of the second player.

Control passes from step **2076** to **2078** of FIG. **2**F, in which the first player makes a seventh attacking attempt by choosing a seventh cell on the grid of the second playing table. In step **2080**, the token placed in the selected cell is revealed to the first player. The first player knows that the most recently revealed token was "5" and that the smallest score will be achieved by selecting the cell in which the second player placed the "4".

If the first player selects cell B**1**, the token "8" is revealed to the first player. The token "8" is placed in the seventh cell of the first column of FIG. **4**. Control passes to step **2082**, which determines a sixth score for the first player by calculating the absolute value of the difference between the values associated with the tokens revealed by the sixth and seventh attempts of the first player. In this example, the sixth and seventh attempts revealed tokens "5" and "8", which have an absolute difference of 3. Thus, the sixth score of the first player is 3. This sixth score is entered in the sixth cell of the second column of FIG. **4**.

Control passes to step **2084** for the seventh attempt of the second player. The second player chooses a seventh cell on the grid of the first playing table and control passes to step **2086** in which the token placed in the selected cell is revealed to the second player. Control then passes to step **2088** to determine a first score of the second player.

Control passes from step **2088** to **2090**, in which the first player makes an eighth attacking attempt by choosing an eighth cell on the grid of the second playing table. In step **2092**, the token placed in the selected cell is revealed to the first player. The first player knows that the most recently revealed token was "8" and that the remaining tokens are 1 and 4. Thus, the smallest score for this attempt will be achieved by selecting the cell in which the second player placed the "4".

If the first player selects cell A**3**, the token "4" is revealed to the first player. The token "4" is placed in the second cell of the first column of FIG. **4**. Control passes to step **2094** of FIG. **2**G, which determines a seventh score for the first player by calculating the absolute value of the difference between the values associated with the tokens revealed by the sixth and seventh attempts of the first player. In this example, the sixth and seventh attempts revealed tokens "8 and "4", which have an absolute difference of 4. Thus, the seventh score of the first player is 4. This seventh score is entered in the seventh cell of the second column of FIG. **4**.

Control passes to step **2096** for the eighth attempt of the second player. The second player chooses an eighth cell on the grid of the first playing table and control passes to step **2098** in which the token placed in the selected cell is revealed to the second player. Control then passes to step **2100** to determine a seventh score of the second player.

Control passes from step **2100** to **2102**, in which the token placed in the ninth and remaining cell on the grid of the second playing table is revealed to the first player. As there is only one cell remaining, there is no input required from the first player. The remaining cell is B**1** and the token "1" is revealed. "1" is placed in the ninth cell of the first column of FIG. **4**. Control passes to step **2104**, which determines an eighth score for the first player by calculating the absolute value of the difference between the values associated with the tokens revealed by the eighth and ninth attempts of the first player. In this example, the eighth and ninth attempts revealed tokens "4" and "1", which have an absolute difference of 3. Thus, the ninth score of the first player is 3. This eighth score is entered in the eighth cell of the second column of FIG. **4**.

Control passes to step **2106** in which the token placed in the ninth and remaining cell on the grid of the gaming table of the first player is revealed to the second player. Control then passes to step **2108** to determine an eighth score of the second player.

Control passes from step **2108** to step **2110** of FIG. **2**H. Step **2110** calculates a total score for the first player by adding up the first score (1), the second score (3), the third score (6), the fourth score (7), the fifth score (3), the sixth score (3), the seventh score (4), and the eighth score (3) to produce a total of 30. The first score (1), the second score (3), the third score (6), the fourth score (7), the fifth score (3), the sixth score (3), the seventh score (4), and the eighth score (3) represent a first set of absolute values for the sequence of revealed tokens for the first player. Thus, the sum of the relative differences between the values associated with consecutively selected tokens provides the total score for the first player. Control passes to step **2112**, which calculates a total score for the second player in a

manner similar to that described with reference to step **2110**. It will be appreciated that the scores of the first and second player can equally be determined in any order or in parallel.

FIG. **13** is an example of an alternative scoring sheet **13000** that can be utilised to track scores during an instance of a game. In this embodiment, a predefined starting value and a predefined finishing value are provided. In this example, the starting value is "1" and the finishing value is "9". The starting value and the finishing values depend on the particular application and can be, for example, predefined values set by a competing player, a game administrator, or a random number generator.

The scoring sheet **13000** shows a first column consisting of 9 cells into which tokens revealed during game play can be placed. The scoring sheet **13000** also shows a second column next to the first column. The second column consists of 10 cells for storing intermediate scores determined from the tokens stored in the adjacent cells of the first column.

In the example of FIG. **13**, a sequence of tokens is revealed in the order 7, 6, 3, 9, 2, 5, 8, 4, 1. The method determines a relative difference between the starting value "1" and the value of the first token "7" to produce a first score, or initial score, of |1−7|=6. In contrast to the embodiment and scoring sheet of FIG. **4**, a first score is produced in response to the value of the first revealed token, by determining the relative difference between the starting value and the value of the first revealed token. The player does not need to wait for the second token to be revealed before receiving a first score. The method then determines a relative difference between the value of the first token "7" and the value of the second token "6" to produce a second score, |7−6|=1.

The method iterates to produce a series of scores based on the relative differences between consecutively revealed tokens. Accordingly, the method determines a relative difference between the value of the second token "6" and the value of the third token "3" to produce a third score, |6−3|=3. The method determines a relative difference between the value of the third token "3" and the value of the fourth token "9" to produce a fourth score, |3−9|=6. The method determines a relative difference between the value of the fourth token "9" and the value of the fifth token "2" to produce a fifth score, |9−2|=7.

The method determines a relative difference between the value of the fifth token "2" and the value of the sixth token "5" to produce a sixth score, |2−5|=3. The method then determines a relative difference between the value of the sixth token "5" and the value of the seventh token "8" to produce a seventh score, |15−8|=3. The method determines a relative difference between the value of the seventh token "8" and the value of the eighth token "4" to produce an eighth score, |8−4|=4. The method determines a relative difference between the value of the eighth token "4" and the value of the ninth token "1" to produce a ninth score, |4−1|=3. The method then determines a relative difference between the value of the ninth token "1" and the value of the finishing value "9" to produce a tenth score, or finishing score, of |1−9|=8. The total score is the sum of the first to tenth scores, 6+1+3+6+7+3+3+4+3+8=44.

FIG. **14** is an example of an alternative scoring sheet **14000** that can be utilised to track scores during an instance of a game. In this embodiment, a starting value is provided. In contrast to the embodiment of FIG. **13**, no finishing value is provided in this embodiment. In this example, the starting value is "1". The starting value depends on the particular application and can be, for example, a predefined value set by a competing player, a game administrator, or a random number generator.

The scoring sheet **14000** shows a first column consisting of 9 cells into which tokens revealed during game play can be placed. The scoring sheet **14000** also shows a second column next to the first column. The second column consists of 9 cells for storing intermediate scores determined from the tokens stored in the adjacent cells of the first column.

In the example of FIG. **14**, a sequence of tokens is revealed in the same order as for FIG. **13**: 7, 6, 3, 9, 2, 5, 8, 4, 1. As described above with reference to FIG. **13**, the method determines a first score by determining the relative difference between the starting value "1" and the value of the first revealed token "7". The method then proceeds in a similar manner to that described above with reference to FIG. **13** to produce second to ninth scores based on the sequence in which the tokens were revealed. In contrast to FIG. **13**, there is no finishing value in this embodiment, so the total score is the sum of the first to ninth scores 6+1+3+6+7+3+3+4+3=36.

FIG. **15** is an example of an alternative scoring sheet **15000** that can be utilised to track scores during an instance of a game. In this embodiment, a finishing value is provided. In contrast to the embodiment of FIG. **13**, no starting value is provided in this embodiment. In this example, the finishing value is "9". The finishing value depends on the particular application and can be, for example, a predefined value set by a competing player, a game administrator, or a random number generator.

The scoring sheet **15000** shows a first column consisting of 9 cells into which tokens revealed during game play can be placed. The scoring sheet **15000** also shows a second column next to the first column. The second column consists of 9 cells for storing intermediate scores determined from the tokens stored in the adjacent cells of the first column.

In the example of FIG. **15**, a sequence of tokens is revealed in the same order as for FIG. **13**: 7, 6, 3, 9, 2, 5, 8, 4, 1. The method determines a first score by determining the relative difference between the value of the first revealed token "7" and the value of the second revealed token "6", in a manner similar to that described above with reference to FIG. **4**. The method then proceeds to produce second to eighth scores by determining the relative differences between the values of consecutively revealed tokens. In contrast to FIG. **4**, the embodiment of FIG. **15** determines a ninth score by determining the relative difference between the last revealed token "1" and the value of the finishing value "9", |1−9|=8. The sum of the scores provides a total score for the player, 1+3+6+7+3+3+4+3+8=38.

FIG. **10** is an example of another scoring sheet **10000** that can be utilised to track scores during an instance of a game, wherein a predefined ordered sequence of values is utilised to determine the score, based on the sequence in which the tokens were revealed. In one embodiment, the predefined ordered sequence of values is a set of numbered turns. In another embodiment, the predefined ordered sequence of values is assigned by a random number generator, a competing player, a game administrator, or other means. In one embodiment, the predefined ordered sequence of values is derived from an earlier instance of a game, such as a most recently selected sequence of tokens by a current player or a different player. For example, the predefined ordered sequence of values can be based on a sequence of tokens from an earlier instance of the game, such as a winning sequence, a losing sequence, or randomly selected sequence.

In the example of FIG. **10**, the predefined ordered sequence of values is a set of numbered turns, with values from 1 to 9 corresponding to turns 1 to 9. The method determines a relative difference between the value of the token selected by a player on a first turn and the value "1", corresponding to the

first turn, to produce a first score. The method then determines a relative difference between the value of the token selected by a player on a second turn and the value "2", corresponding to the second turn, to produce a second score. The method iterates to produce a score for each revealed token.

In the example of FIG. **10**, a sequence of 9 tokens is revealed by a player during play of a game. The tokens are numbered 1, 2, 3, 4, 5, 6, 7, 8, 9. The scoring sheet **10000** shows a first column consisting of 9 cells corresponding to an ordered sequence of 9 turns with values from 1 to 9. The scoring sheet **10000** also shows a second column into which tokens revealed during game play can be placed in the order in which the tokens are selected. The scoring sheet **10000** further shows a third column next to the second column, into which an intermediate score can be calculated for each revealed token.

In the example of FIG. **10**, the sequence in which the tokens are revealed is 7, 6, 3, 9, 2, 5, 8, 4, 1. The first token revealed was "7" and the first score is the absolute difference between the number of the turn, "1", and the value of the first token "7". Thus, the first score is |1−7|=6. The second token revealed was "6" and the second score is the absolute difference between the number of the turn, "2", and the value of the second token "6". Thus, the second score is |2−6|=4. The third token revealed was "3" and the third score is the absolute difference between the number of the turn, "3", and the value of the third token "3". Thus, the third score is |3−3=0. The fourth token revealed was "9" and the fourth score is the absolute difference between the number of the turn, "4", and the value of the fourth token "9". Thus, the fourth score is |4−9|=5.

The fifth token revealed was "2" and the fifth score is the absolute difference between the number of the turn, "5", and the value of the fifth token "2". Thus, the fifth score is |5−2|=3. The sixth token revealed was "5" and the sixth score is the absolute difference between the number of the turn, "6", and the value of the sixth token "5". Thus, the sixth score is |6−5|=1. The seventh token revealed was "8" and the seventh score is the absolute difference between the number of the turn, "7", and the value of the seventh token "8". Thus, the seventh score is |7−8|=1. The eighth token revealed was "4" and the eighth score is the absolute difference between the number of the turn, "8", and the value of the eighth token "4". Thus, the eighth score is |8−4|=4. The ninth token revealed was "1" and the ninth score is the absolute difference between the number of the turn, "9", and the value of the ninth token "1". Thus, the ninth score is |9−1|=8. The total score for the player is the sum of the intermediate scores associated with each of the revealed tokens, producing a total of 6+4+0+5+3+1+1+4+8=32.

FIG. **11** is an example of another scoring sheet **11000** that can be utilised to track scores during an instance of a game, wherein a predefined ordered sequence of values is utilised to determine the score, based on the sequence in which the tokens were revealed.

In the example of FIG. **11**, the predefined ordered sequence of values is a predefined ordered sequence of values assigned by a random number generator, a competing player, a game administrator, or other means. In this particular example, the predefined ordered sequence of values is 4, 7, 2, 5, 9, 3, 6, 8, 1. The method determines a relative difference between the value of the token selected by a player with a corresponding value from the ordered sequence of values to produce a score for each selected token.

In the example of FIG. **11**, a sequence of 9 tokens is revealed by a player during play of a game. The tokens are numbered 1, 2, 3, 4, 5, 6, 7, 8, 9. The scoring sheet **11000** shows a first column consisting of 9 cells corresponding to an ordered sequence of 4, 7, 2, 5, 9, 3, 6, 8, 1. The scoring sheet **11000** also shows a second column into which tokens revealed during game play can be placed in the order in which the tokens are selected. The scoring sheet **11000** further shows a third column next to the second column, into which a score can be calculated for each revealed token.

In the example of FIG. **11**, the sequence in which the tokens are revealed is 7, 6, 3, 9, 2, 5, 8, 4, 1. The first token revealed was "7" and the first score is the absolute difference between the first value in the predefined ordered sequence of values, "4", and the value of the first token "7". Thus, the first score is |4−7|=3. The second token revealed was "6" and the second score is the absolute difference between the second value in the predefined ordered sequence of values, "7", and the value of the second token "6". Thus, the second score is |7−6|=1. The third token revealed was "7" and the third score is the absolute difference between the third value in the predefined ordered sequence of values, "2", and the value of the third token "3". Thus, the third score is |2−3|=1. The fourth token revealed was "9" and the fourth score is the absolute difference between the fourth value in the predefined ordered sequence of values, "5", and the value of the fourth token "9". Thus, the fourth score is |5−9|=4.

The fifth token revealed was "2" and the fifth score is the absolute difference between the fifth value in the predefined ordered sequence of values, "9", and the value of the fifth token "2". Thus, the fifth score is |9−2|=7. The sixth token revealed was "5" and the sixth score is the absolute difference between the sixth value in the predefined ordered sequence of values, "3", and the value of the sixth token "5". Thus, the sixth score is |3−5|=2. The seventh token revealed was "8" and the seventh score is the absolute difference between the seventh value in the predefined ordered sequence of values, "6", and the value of the seventh token "8". Thus, the seventh score is |6−8|=2. The eighth token revealed was "4" and the eighth score is the absolute difference between the eighth value in the predefined ordered sequence of values, "8", and the value of the eighth token "4". Thus, the eighth score is |8−4|=4. The ninth token revealed was "1" and the ninth score is the absolute difference between the ninth value in the predefined ordered sequence of values, "1", and the value of the ninth token "1". Thus, the ninth score is |1−1|=0. The total score for the player is the sum of the intermediate scores associated with each of the revealed tokens, producing a total of 3+1+1+4+7+2+2+4+0=24.

FIG. **12** is an example of another scoring sheet **12000** that can be utilised to track scores during an instance of a game, wherein a predefined ordered sequence of values is utilised to determine the score, based on the sequence in which the tokens were revealed. In the example of FIG. **12**, the tokens correspond to the twelve signs of the Zodiac, wherein a value is assigned to each sign in accordance with Table 1:

TABLE 1

♈	(Aries)	Value 500
♉	(Taurus)	Value 1000
♊	(Gemini)	Value 1500
♋	(Cancer)	Value 2000
♌	(Leo)	Value 2500
♍	(Virgo)	Value 3000
♎	(Libra)	Value 3500
♏	(Scorpio)	Value 4000
♐	(Sagittarius)	Value 4500
♑	(Capricorn)	Value 5000
♒	(Aquarius)	Value 5500
♓	(Pisces)	Value 6000

In the example of FIG. **12**, the predefined ordered sequence of values is a predefined ordered sequence of values assigned by a random number generator, a competing player, a game administrator, or other means. In this particular example, the predefined ordered sequence of values is ♈, ♉, ♊, ♋, ♌, ♍, ♎, ♏, ♐, ♑, ♒, ♓. The method determines a relative difference between the value of the token selected by a player with a corresponding value from the ordered sequence of values to produce a score for each selected token.

In the example of FIG. **12**, a sequence of 12 tokens is revealed by a player during play of a game. The scoring sheet **12000** shows a first column consisting of 12 cells corresponding to an ordered sequence of ♈, ♉, ♊, ♋, ♌, ♍, ♎, ♏, ♐, ♑, ♒, ♓ with the values shown in Table 1. The scoring sheet **12000** also shows a second column into which tokens revealed during game play can be placed in the order in which the tokens are selected. The scoring sheet **12000** further shows a third column next to the second column, into which a score can be calculated for each revealed token.

In the example of FIG. **12**, the sequence in which the tokens are revealed is ♒, ♏, ♈, ♌, ♊, ♐, ♋, ♑, ♓, ♉, ♍, ♎. The first token revealed was "♒" and the first score is the absolute difference between the first value in the predefined ordered sequence of values, "♈" with value 500, and the value of the first token "♒" **5500**. Thus, the first score is |500−5500|=5000. The second token revealed was "♏" and the second score is the absolute difference between the second value in the predefined ordered sequence of values, "♉" with value 1000, and the value of the second token "♏", 4000. Thus, the second score is |1000−4000|=3000. The third token revealed was "♈" and the third score is the absolute difference between the third value in the predefined ordered sequence of values, "♊" with value 1500, and the value of the third token "♈", 500. Thus, the third score is |1500−500|=1000. The fourth token revealed was "♌" and the fourth score is the absolute difference between the fourth value in the predefined ordered sequence of values, "♋" with value 2000, and the value of the fourth token "♌", 2500. Thus, the fourth score is |2000−2500|=500.

The fifth token revealed was "♊" and the fifth score is the absolute difference between the fifth value in the predefined ordered sequence of values, "♍" with value 2500, and the value of the fifth token "♊", 1500. Thus, the fifth score is |2500−1500|=1000. The sixth token revealed was "♐" and the sixth score is the absolute difference between the sixth value in the predefined ordered sequence of values, "♏" with value 3000, and the value of the sixth token "♐", 4500. Thus, the sixth score is |3000−4500|=1500. The seventh token revealed was "♏" and the seventh score is the absolute difference between the seventh value in the predefined ordered sequence of values, "♎ with value 3500, and the value of the seventh token "♋", , 2000. Thus, the seventh score is |3500−2000|=1500. The eighth token revealed was "♑" and the eighth score is the absolute difference between the eighth value in the predefined ordered sequence of values, "♏' with value 4000, and the value of the eighth token "♑", , 5000. Thus, the eighth score is |4000−5000|=1000.

The ninth token revealed was "♓" and the ninth score is the absolute difference between the ninth value in the predefined ordered sequence of values, "♐" with value 4500, and the value of the ninth token "♓", 6000. Thus, the ninth score is |4500−6000|=1500. The tenth token revealed was "♉" and the tenth score is the absolute difference between the tenth value in the predefined ordered sequence of values, "♑" with value 5000, and the value of the tenth token "♉", 1000. Thus, the tenth score is |5000−1000|=4000. The eleventh token revealed was "♍" and the eleventh score is the absolute difference between the eleventh value in the predefined ordered sequence of values, "♒" with value 5500, and the value of the eleventh token "♍", , 3000. Thus, the eleventh score is |5000−3000|=2000. The twelfth token revealed was "♓" and the twelfth score is the absolute difference between the twelfth value in the predefined ordered sequence of values, "♓" with value 6000, and the value of the twelfth token "♎", , 3500. Thus, the twelfth score is |6000−3500|=2500. The total score for the player is the sum of the scores, producing a total of 5000+3000+1000+500+1000+1500+1500+1000+1500+4000+2500+2500=25,000.

Returning to FIG. **2**H, having determined the total scores for the first and second players, control passes to a decision step **2114**, which determines whether the total score of the first player is not equal to the total score of the second player. If the scores are equal, No, control passes to step **2116** in which the first and second player play a "draw round". If the total scores of the first and second players are not equal, Yes, control passes from step **2114** to decision step **2118**, which determines whether the total score of the first player is less than the total score of the second player. If the total score of the first player is less than the total score of the second player, Yes, control passes to step **2120** which allocates the first player as the winner. Control passes to step **2124**, which awards a prize, and the method **2000** terminates at step **2126**. However, if at step **2118** the total score of the first player is not less than the total score of the second player, No, control passes to step **2122** which allocates the second player as the winner. Control then passes to step **2124**.

The "draw round" of step **2116** can be implemented in many different ways. For example, the first and second players can play another game or a subset thereof. Alternatively, the first and second players can each pick a number from a predefined range of numbers, with the winner being the player who selected a higher (or lower) number. As described above, a draw can also be settled using "BLACK/RED", "pick the number", "Closest guess", Draw can be settled based on the prior performance of players in the game, such as the player whose total score was lower to the other player in a prior score sequence before the draw occurred or the player who scored the lowest score in the previous score sequence(s) or the player who discover the lowest or highest number(s) first during the game. In a further alternative, a winner is allocated by a random number generator executing on a processor of a computing device.

FIG. **6** is a flow diagram **6000** of a user experience of playing a game in accordance with the present disclosure. The process **6000** begins at a Begin step **6005** and proceeds to the display of a welcome screen at step **6010**. Control passes to step **6015** in which the player enrolls in the game. Step **6020** presents an empty gaming table for the player to populate with a sequence of tokens. In this embodiment, control passes to step **6025** in which the player is asked to populate the gaming table for a given token. Alternatively, the player is asked to populate a cell of the gaming table.

Control passes to decision step **6030** which determines whether the player has populated the gaming table. If the player has not populated the gaming table, No, control passes to **6035** which presents the updated table to the player and returns control to step **6025** to continue populating the gaming table. However, if that decision step **6035** the player has populated the gaming table, Yes, control passes to step **6040** which presents the player's completed gaming table. Control passes to step **6045** which determines whether an opponent has populated a corresponding gaming table. If no, control returns to **6040** in which the player's own completed gaming

table is again presented. Control again returns to decision step **6045** and once the opponent has populated their gaming table, Yes, control passes to step **6050** of FIG. **6**B which presents the opponent's table with unrevealed numbers masked to the first player.

Step **6055** asks the first player to pick a cell on the table of the opponent and control passes to decision step **6060**. Step **6060** determines whether each player has attacked every cell on their opponent's gaming table. If Yes, control passes to a further decision step **6065**. However, if each player has not attacked every cell on their opponent's gaming table, No, control returns to step **6055**.

Decision step **6065** determines whether a winner has been identified. If No, control passes to step **6070** to play a draw round and then control returns to decision step **6065**. If a winner has been determined at step **6065**, Yes, control passes to step **6075** which announces a winner and assigns a prize. Control passes to step **6080** and the process terminates.

Game Variants

One embodiment of the present disclosure allows a player to re-arrange, during play of the game, one or more of the tokens that are yet to be revealed among the cells that are yet to be selected by a competing player. Thus, a player that is about to have a token revealed from his gaming table is allowed to re-allocate a predefined number of the remaining tokens that are yet to be revealed in the cells that are yet to be selected by a competing player. The number of tokens that can be re-allocated can vary from zero to all of the remaining tokens, depending on the particular application.

This variant of the game provides an extra level of entertainment and skill, as the players try to identify a search pattern being employed by an opponent. For example, if the player believes that the opponent is simply traversing a grid of a gaming table from left to right and top to bottom, the player can reorder the remaining tokens to produce a sequence that will yield a poor score for the opponent.

A further embodiment of the present disclosure allows a player to place a bet or stake associated with an instance of the game. The stake may simply comprise an entry fee for playing the game. In one embodiment, a player is able to increase the stake or bet during the game play. In one implementation, a player is able to change the stake or bet on each attacking iteration. This embodiment allows a player to increase a stake or bet if the player progressively reveals a sequence of consecutive tokens, thus yielding a high degree of confidence in obtaining a low, winning score. The players may be able to agree mutually to increase their wager amounts during these rounds. The bets or stakes can be real money or credits managed by a third party. Alternatively, the bets or stakes can be virtual money or credits.

Player Participation

As described above, various embodiments of the gaming method in accordance with the present disclosure can be implemented in many ways, including: (i) standalone with a single player against a competitor or a single competitor against a game controller; and (ii) peer-to-peer with two players competing directly against each other. The objective in each implementation is for a player to obtain the lowest score. Thus, in standalone mode the player competes against a database of known low scores and in the peer-to-peer mode the player competes against the score of the opponent. In another embodiment, the objective of the game is to obtain the highest number of matches of token pairs.

A number of contestants can be organised in many ways to play a series of games to identify an overall winner. In one implementation, a series of peer-to-peer games are played among the contestants in a knockout format, where one contestant is eliminated from each game until an ultimate winner is determined. Thus, a group of 32 contestants will require 16 initial peer-to-peer matches. The winners of those matches will play a second round of 8 matches, with the winners of those matches playing a further 4 matches. The winners of the round of 4 matches will play the semi-finals and the winners of the semi-finals will play the final match to determine the ultimate winner. Such playoff arrangements can be enhanced by seeding contestants and utilising byes to fill the playoff roster, as commonly utilised in sporting competitions.

An alternative implementation utilises a round-robin tournament, wherein each participant plays every other participant an equal number of times. The participant with the lowest cumulative score wins the entire tournament.

A further implementation provides a tournament beginning with a round-robin component to identify a subset of the contestants. The subset of contestants then compete in playoffs and then ultimately compete in a grand final peer-to-peer contest.

Prizes

Different embodiments of the gaming method and system of the present disclosure utilise different prize schemes. In one implementation, the score itself is the prize and no further benefit is awarded to the player. Such a prize is utilised in a computing device, for example, in which the player sequentially guesses the locations of the tokens of a predefined sequence. A score is determined based on the values associated with the tokens and in light of the sequence in which the player guessed the respective tokens. One implementation of such a computing device includes a database of lowest scores, so that a player can compare himself to other players and/or his earlier attempts.

A further embodiment is associated with a prize pool. Each player pays a fee upon registration. A portion of the prize pool is then paid to the winner. The prize pool can optionally include prizes for 2nd, 3rd and even subsequent places. The specific prizes awarded will depend on each particular implementation.

Gaming Platforms

Board Game

One embodiment of a gaming method and system in accordance with the present disclosure provides a gaming table in the form of a board having printed thereon a number of cells. Each of the cells is associated with a unique identifier, so that each cell can be readily referenced by an opposing player. The unique identifiers can be grid references, such as A**1** to C**3** for the 3×3 grid embodiment described above. Alternatively, any other unique identifiers such as numbers, letters, colours, or a combination thereof can equally be utilised. The number of cells is equal to the number of tokens that is to be placed on the gaming table; each token is placed on a cell during play of the game, as described above.

Each gaming table is associated with a corresponding set of tokens, with each token having an associated value. One embodiment of the gaming table provides a scoring area, such as that shown in FIG. **4**. Alternative scoring tables and wheels can equally be utilised. A further embodiment provides a player with a first gaming table showing where the player has placed his tokens and a second gaming table that the player completes as the tokens from the opposing player's table are revealed.

Computing Device

One embodiment utilises a computing device to allow a player to compete either against the computing device itself or with a second player coupled to the same computing device. The second player can be coupled directly to the computing device or alternatively the second player can be

coupled to the computing device via a communications network, such as the Internet, or via an ad-hoc wireless link, such as provided by Bluetooth. In a single player mode, an application executing on a processor in the computing device populates a gaming table with a set of tokens. The gaming table is presented to the player via a display means, with all of the cells initially covered. As the player selects cells, the selected cells are each, in turn, uncovered to reveal the tokens located therein. The computing device records the sequence in which the player selects the cells to be revealed and the tokens that are revealed at each turn to determine a score. Visual and audio feedback are readily provided via the display means and speakers.

The computing device can be implemented by, for example, but is not limited to, a portable handheld gaming computer, a personal digital assistant (PDA), a dedicated gaming machine, a mobile telephone handset, a laptop computer, a desktop computer, or a proprietary gaming and/or wagering terminal. The player can provide input in many ways, including using a QWERTY keypad, a numeric keypad, a touchscreen, a joystick, a scratch pad, a stylus, or any combination thereof.

The method of gaming may be implemented using a computer system **7000**, such as that shown in FIG. **7**, wherein the processes of FIGS. **1** to **4** and **6** may be implemented as software, such as one or more application programs executable within the computer system **7000**. In particular, the steps of the method of gaming are effected by instructions in the software that are carried out within the computer system **7000**. The instructions may be formed as one or more code modules, each for performing one or more particular tasks. The software may also be divided into two separate parts, in which a first part and the corresponding code modules perform the registration, setting up, playing and scoring methods and a second part and the corresponding code modules manage a user interface between the first part and the user. The software may be stored in a computer readable medium, including the storage devices described below, for example. The software is loaded into the computer system **7000** from the computer readable medium, and then executed by the computer system **7000**. A computer readable medium having such software or computer program recorded on it is a computer program product. The use of the computer program product in the computer system **7000** preferably effects an advantageous apparatus for gaming and entertainment.

As seen in FIG. **7**, the computer system **7000** is formed by a computer module **7001**, input devices such as a keyboard **7002** and a mouse pointer device **7003**, and output devices including a printer **7015**, a display device **7014** and loudspeakers **7017**. The input devices may also include, but are not limited to, one or more of a customised keypad, a touchscreen, a scratch pad, and a stylus, which are not illustrated. An external Modulator-Demodulator (Modem) transceiver device **7016** may be used by the computer module **7001** for communicating to and from a communications network **7020** via a connection **7021**. The network **7020** may be a wide-area network (WAN), such as the Internet or a private WAN. Where the connection **7021** is a telephone line, the modem **7016** may be a traditional "dial-up" modem. Alternatively, where the connection **7021** is a high capacity (e.g., cable) connection, the modem **7016** may be a broadband modem. A wireless modem may also be used for wireless connection to the network **7020**.

The computer module **7001** typically includes at least one processor unit **7005**, and a memory unit **7006** for example formed from semiconductor random access memory (RAM) and read only memory (ROM). The module **7001** also includes an number of input/output (I/O) interfaces including an audio-video interface **7007** that couples to the video display **7014** and loudspeakers **7017**, an I/O interface **7013** for the keyboard **7002** and mouse **7003** and optionally one or more of a joystick, a customised keypad, a touchscreen, a scratch pad, and a stylus (not illustrated), and an interface **7008** for the external modem **7016** and printer **7015**. In some implementations, the modem **7016** may be incorporated within the computer module **7001**, for example within the interface **7008**. The computer module **7001** also has a local network interface **7011** which, via a connection **7023**, permits coupling of the computer system **7000** to a local computer network **7022**, known as a Local Area Network (LAN). As also illustrated, the local network **7022** may also couple to the wide network **7020** via a connection **7024**, which would typically include a so-called "firewall" device or similar functionality. The interface **7011** may be formed by an Ethernet circuit card, a wireless Bluetooth™ or an IEEE 802.11 wireless arrangement.

The interfaces **7008** and **7013** may afford both serial and parallel connectivity, the former typically being implemented according to the Universal Serial Bus (USB) standards and having corresponding USB connectors (not illustrated). Storage devices **7009** are provided and typically include a hard disk drive (HDD) **7010**. Other devices such as a floppy disk drive and a magnetic tape drive (not illustrated) may also be used. An optical disk drive **7012** is typically provided to act as a non-volatile source of data. Portable memory devices, such optical disks (e.g., CD-ROM, DVD), USB-RAM, and floppy disks for example may then be used as appropriate sources of data to the system **7000**.

The components **7005** to **7013** of the computer module **7001** typically communicate via an interconnected bus **7004** and in a manner which results in a conventional mode of operation of the computer system **7000** known to those in the relevant art. Examples of computers on which the described arrangements can be practised include IBM-PCs and compatibles, Sun Sparcstations, Apple Mac or alike computer systems evolved therefrom.

Typically, the application programs discussed above are resident on the hard disk drive **7010** and read and controlled in execution by the processor **7005**. Intermediate storage of such programs and any data fetched from the networks **7020** and **7022** may be accomplished using the semiconductor memory **7006**, possibly in concert with the hard disk drive **7010**. In some instances, the application programs may be supplied to the user encoded on one or more CD-ROM and read via the corresponding drive **7012**, or alternatively may be read by the user from the networks **7020** or **7022**. Still further, the software can also be loaded into the computer system **7000** from other computer readable media. Computer readable media refers to any storage medium that participates in providing instructions and/or data to the computer system **7000** for execution and/or processing. Examples of such media include floppy disks, magnetic tape, CD-ROM, a hard disk drive, a ROM or integrated circuit, a magneto-optical disk, or a computer readable card such as a PCMCIA card and the like, whether or not such devices are internal or external of the computer module **7001**. Examples of computer readable transmission media that may also participate in the provision of instructions and/or data include radio or infra-red transmission channels as well as a network connection to another computer or networked device, and the Internet or Intranets including e-mail transmissions and information recorded on Websites and the like.

The second part of the application programs and the corresponding code modules mentioned above may be executed

to implement one or more graphical user interfaces (GUIs) to be rendered or otherwise represented upon the display **7014**. Through manipulation of an input device such as the keyboard **7002** and the mouse **7003**, a user of the computer system **7000** and the application may manipulate the interface to provide controlling commands and/or input to the applications associated with the GUI(s).

The method of gaming may alternatively be implemented in dedicated hardware such as one or more integrated circuits performing the functions or sub functions of registration, populating a gaming table, playing, and scoring. Such dedicated hardware may include graphic processors, digital signal processors, or one or more microprocessors and associated memories.

Mobile Telephone Handset

In one implementation, the gaming system utilises a mobile telephone handset. The game is presented as an application running on the handset as a standalone application or alternatively over a communications network from a remote server to the mobile telephone handset. For example, the game can be implemented as a JAVA-based game, interactive video voice response service and/or 3rd party gaming systems.

An embodiment of the gaming method and system implemented on a mobile telephone handset is constrained by the capabilities of an available network provider and capabilities of a user's mobile handset. In one embodiment, a player utilises a mobile telephone handset to access a gaming server via a communications network.

FIG. **5** is a schematic block diagram representation of a system **5000** on which an embodiment of the gaming process of FIGS. **1** to **4** and **6** may be practised. In particular, FIG. **5** shows an arrangement that facilitates the playing of a game between a first player on a first mobile telephone handset and a second player on a second mobile telephone handset. The first player utilises a mobile browser **5005** to communicate via a mobile network **5010** to a gaming server **5015**. Similarly, a second player uses a second mobile browser **5050** to communicate via a mobile network **5045** to the gaming server **5015**.

Some of the device game experiences require interconnectivity with one or more third party systems between the gaming server and the mobile telephone handset. In one implementation, third party systems provide an integration service between the mobile telephone handset and its associated capabilities and the gaming server. Accordingly, the embodiment shown in FIG. **5** includes a third party system **5060** located between the mobile network **5010** and the gaming server **5015**. Similarly, a third party system **5070** is located between the mobile network **5045** and the gaming server **5015**.

The gaming server **5015** includes a first player service module **5020** which acts as an interface for exchanging data with the first mobile browser **5005**. The first player service module **5020** is coupled to a game application **5025**. The gaming server **5015**, in the embodiment shown, includes a second player service module **5040** for exchanging data with the second mobile browser **5050**. The second player service module **5040** is also coupled to the game application **5025**. Coupled to the game application **5025** is a storage means **5030**. In the embodiment shown in FIG. **5**, the storage means includes a player database **5032**, a prize database **5034**, and a game database **5036**.

The gaming application **5025** manages the following functionality:

1. Games Sessions;
2. Player Sessions;
3. Scoring;
4. Wagering;
5. Prizes;
6. Reporting;
7. Administration;
8. and other associated aspects to the conduct of the game(s).

The gaming application **5025** also facilitates the exchange of data between the player service and the associated databases.

The use of a 3×3 gaming table can be easily represented on a mobile telephone handset interface and the phone keys 1, 2, 3, 4, 5, 6, 7, 8, 9 are also in a 3×3 grid which can be utilised to receive input from the user in an efficient manner. For example, during player setup, a player can readily utilise the keypad to select a cell to locate a token, perhaps in response to a prompt from the game application **5025**, such as "Where in the game table do you want to place the number x? Use your keypad to confirm". The keypad can also be readily utilised during the "attack" mode, to select a cell to be revealed. For example, the game application **5025** can ask "Where on the game table do you do you think the {next best sequence number} is? Use your keypad to guess."

Mobile communication devices with touchscreens enable a user to use their touch to determine directly the interaction between the device and themselves. Consequently, the user can thus place tokens in cells and select cells to be revealed simply by touching the appropriate portion of screen real-estate at the relevant time.

One implementation of the gaming server **5015** provides a "player service" that facilitates the provision of a game in accordance with the present disclosure over multiple platforms. Such platforms include different mobile telephone handsets and communication carrier capabilities. Examples of the connectivity provide by the player service include, but are not limited to:

1. HTML mobile browser—a mobile browser that supports HTML (or derivatives thereof such as XHTML) connects to the player service and is treated similarly to a standard web browser allowing the handset browser to be served pages from web servers within the player service.
2. JAVA mobile browser—the JAVA based browser client receives game service information through the player service via XML.
3. Interactive Video and Voice Response—the mobile call browser (which is the software that handles normal phone and video calls) is able to dial into the "player service" via telephone circuits (ISDN). The mobile browser connects to an IVVR system, which allows a player to view and interact to the game via an interactive video service.
4. 3rd Party Systems—proprietary third party systems may be integrated into the player service via published application programming interfaces (APIs) and supporting software development kits (SDKs). This allows extension of the gaming experience across proprietary platforms.

In one implementation, the mobile telephone handset utilises Unstructured Supplementary Services Data (USSD) for transmitting information from the mobile browser **5005** to the gaming server **5015** via a Global System for Mobiles (GSM) mobile telephony network. A USSD Gateway routes USSD messages from the signaling network to service applications and back. USSD is a session-based protocol, unlike Short Message Service (SMS) and Multimedia Messaging Service (MMS), and thus a USSD session needs to be allocated to

each and every interaction. USSD sessions are able to connect users directly to a gaming application executing on the gaming server **5015**.

Online Adaptation

As described above, the game is adaptable to be played in a computing device. In one implementation, the game is played in a manner similar to that described above with respect to mobile telephone handsets, except in this implementation the browser is a web based HTML browser.

3rd Party (Gaming) Systems

Proprietary third party gaming systems will also be integrated via published APIs and supporting SDKs. This will allow extension of the gaming experience across proprietary platforms. For example, proprietary platforms may be provided by wagering agencies and betting providers. Such a 3rd party gaming system may provide, for example, a gaming terminal that includes the functionality of the remote computing device **5005** of FIG. **5** and the 3rd party system **5060** of FIG. **5** in an integrated device.

FIG. **9** is a schematic block diagram representation of a gaming system **9000** in accordance with an embodiment of the present disclosure. The gaming system **9000** includes a land-based gaming terminal **9010**, which is coupled to a server **9060** via a communications interface. The gaming terminal **9010** is suitable for installation in a casino, gaming hall, or other establishment that provides gaming facilities, and may be implemented, for example, using one or more features of the computer system **7000** of FIG. **7**. In one implementation, the server **9060** is located remotely from the gaming terminal **9010**.

The gaming terminal **9010** provides a player with a dedicated gaming terminal for playing a game in accordance with the present disclosure. The gaming terminal **9010** includes a display **9020** and a user interface **9030**. The user interface **9030** receives commands from a player and can be implemented, for example, using keys, a touch screen, a computer mouse, a pointing device, a trackball, a scratchpad, or any combination thereof. In the embodiment shown, the gaming terminal **9010** also includes optional screens **9050** that provide a player of the gaming terminal **9010** with privacy from other players. The screens **9050** also shield the player of the gaming terminal **9010** from external distractions, resulting in a better gaming experience.

An exploded view **9035** of the user interface **9030** includes one or more function keys **9040** and a numeric keypad **9045**. The display **9020** shows a gaming table in accordance with the present disclosure. In this arrangement, the gaming table is a 3×3 grid. As described above, the gaming table can take any shape or form that allows each cell of the gaming table to be associated with a unique identifier.

The server **9060** executes a computer-implemented gaming method in accordance with the present disclosure. In one arrangement, the server **9060** corresponds to the gaming server **5015** from FIG. **5**. The server **9060** exchanges data with the gaming terminal **9010** to deliver a gaming experience to the player of the gaming terminal **9010**. The server **9060** can be coupled to the gaming terminal **9010** via a communications network, a dedicated transmission line, a wireless communications link, a wired communication link, or other suitable transmission means. The server **9060** controls user registration, prize pools, and game interaction.

The player utilises the user interface **9030** to select a cell of the gaming table and thus reveal a token stored therein. In one arrangement, the player selects another cell, thus revealing another token, and repeats the process until all of the cells have been selected and all of the tokens stored in the gaming table have been revealed. In another arrangement, the player enters an attack sequence, which provides a sequence of cells of the gaming table in the order in which tokens stored in those cells are to be revealed. Depending on the particular game, the sequence may include all of the cells of the gaming table. In an alternative arrangement, the player provides a first sequence that includes a predefined number of cells of the gaming table and the player is able to provide a subsequent sequence of cells to be revealed, in response to values associated with the tokens revealed when the first sequence is applied to the gaming table. In one arrangement, the player can modify a wager when entering the subsequent sequence.

The player also utilises the user interface **9030** to populate one or more gaming tables with a set of tokens, wherein the populated gaming table is used to compete against another player. Interaction between competing players is controlled by a game controller executing on the server **9060**.

The gaming system **9000** of FIG. **9** also shows a second gaming terminal **9070** that is coupled to the server **9060**. The server **9060** can be coupled to the second gaming terminal **9070** via a communications network, a dedicated transmission line, a wireless communications link, a wired communication link, or other suitable transmission means.

The second gaming terminal **9070** provides a user interface in the form of a touch screen **9065**. In this example, the touch screen **9065** includes a plurality of gaming tables **9085**, **9090**, **9095**. In the example shown, each of the gaming tables **9085**, **9090**, **9095** is a 4×4 grid. The touch screen **9065** also includes one or more function keys **9075** and a numeric keypad **9080**. The player can utilise the function keys **9075** and the numeric keypad **9080** to populate one or more of the gaming tables **9085**, **9090**, **9095** and to select cells of one or more of the gaming tables **9085**, **9090**, **9090** that are to be revealed. The player can also utilise the function keys **9075** and the numeric keypad **9080** to enter an attack sequence, which provides a sequence of cells of the respective gaming table in the order in which tokens stored in those cells are to be revealed.

In one arrangement, a player of the gaming terminal **9010** is able to compete against a player of the second gaming terminal **9070** or any other player of a gaming terminal coupled to the server **9060**. The server **9060** controls exchange of data among the gaming terminals to allow players to compete against each other.

Preselection

According to a further embodiment of the present disclosure, a player preselects a gaming table and an attack sequence by populating cells of a gaming table with tokens and providing a sequence of attacking moves before a game commences. Such an embodiment allows a player to submit a populated gaming table and a sequence of attacking moves within a time before a game commences. The time can be a time defined by a computer on which the game is being played, for example, or can be the time up until the game is initiated, such as by pressing a "Start" button. In an alternative embodiment, the time is a scheduled date and time.

Preselecting a gaming table and an attack sequence allows a game to be played at a later time without the player necessarily being available at the time the game is actually played. In an online implementation of a gaming system in accordance with the present disclosure, a player is able to preselect a gaming table and an attack sequence when coupled to a game application, such as the game application **5025** of FIG. **5**, and then compete in a game executed by the game application **5025** at a later time even if the player is offline and no longer connected to the game application **5025** at the time the game is executed.

In one embodiment, a player preselects an attacking sequence that is less than the required number of attacking

moves required to complete a game. For example, the game described above with reference to FIG. **3** requires an attacking sequence of 9 moves. In this example, the player preselects a gaming table and an initial attacking sequence of less than 9 moves. The preselected gaming table and the initial attacking sequence are utilised for an initial phase of the match against a competing player who has also preselected a gaming table and an initial attacking sequence. In one implementation, once the initial phase is complete the player then selects further attacking moves in response to the competing player's moves, as described above with reference to steps **1020**, **1025**, and **1030** of FIG. **1**.

In an alternative implementation, the player selects one or more successive attacking sequences that are less than or equal to the remaining number of moves required to complete the game. In a further implementation, a combination of attacking sequences and attacking moves are utilised. For example, the game described above with reference to FIG. **3** can be implemented with a player required to provide an initial attacking sequence of 3 moves, a second attacking sequence of 2 moves, and then 4 final moves in response to attacking moves of a competing player.

Any combination of attacking sequences and attacking moves can be implemented, depending on the particular application. For example, one implementation applies different rules to competing players for the attacking sequences and moves that are to be preselected. This can be utilised, for example, to provide a form of handicapping. A novice player may be allowed to choose each attacking move during game play, for example, thus allowing the player to respond to any pattern that might be identified from revealed tokens. However, an expert player may be required to preselect an entire attacking sequence for a game, thus preventing the expert player from responding to any pattern that might be identified from revealed tokens during game play.

In one embodiment, the player plays in a single player mode against an application executing on a processor in a computing device. The player preselects a gaming table and an attack sequence. The application populates a second gaming table, for example by using a random number generator, and generates a corresponding attack sequence to utilise against the player. The game then commences in the manner described above to determine a winner.

In an alternative embodiment, a plurality of competing players preselect respective gaming tables and attack sequences. In one implementation, a tournament is arranged for the competing players and the preselected gaming tables and attack sequences are utilised to determine a winner. The tournament can include, for example, a series of peer-to-peer matches in which a single player competes directly against another single player, with players being eliminated after each match. Alternatively, the tournament can include, for example, a round-robin tournament in which each player plays every other player an equal number of times. The tournament can also include a combination of peer-to-peer matches and round-robin matches.

The tournament can also include, for example, a master gaming board and master attack sequence, wherein each of the preselected gaming tables and attack sequences of the competing players is utilised in a peer-to-peer match against the master gaming board and master attack sequence to identify a winner. In one implementation, the master gaming board and master attack sequence are populated by a game application by using a random number generator.

As described above, a number of methods are available for resolving a drawn match, including for example: (i) splitting the prize; (ii) playing another game or a subset thereof; (iii) picking a number from a predefined range of numbers, with the winner being the player who selected a higher (or lower) number; (iv) "BLACK/RED"; (v) "pick the number"; (vi) "Closest guess"; (vii) "Best Last Play"; (viii) "Best Player"; (viii) "Lowest Number First"; or (ix) "Highest Number First".

A further method for determining a winner in the case of a drawn match is to assign one of the tokens or a plurality of the tokens that are utilised for populating the gaming table as a "draw breaking token". For example, one implementation of the method described above with reference to FIGS. **1** to **4** assigns the token with an associated value of "8" as the draw breaking token. The winner is the player who first found the draw breaking token during play of the game. When a plurality of tokens are used as the "draw breaking token", the winner is the player who first revealed all of the draw breaking tokens during play of the game.

Alternatively, a further game is played, wherein each player allocates a game breaking token to a cell of a draw gaming table. The game breaking token in this embodiment can also be one of the tokens utilised for populating the gaming table from the initial game or alternatively the game breaking token can be a new token. The draw gaming table can be the same as the gaming table on which the drawn game was played, or can be different from the gaming table on which the drawn game was played. When the draw gaming table is the same as the gaming table and the draw breaking token is preselected (i.e., the location of the draw breaking token is selected by the player(s) before the initial game is played), the sequence of attacking moves from the initial, drawn match can be applied to the respective draw gaming tables to identify the location of the draw breaking tokens and thus determine a winner. Alternatively, a further sequence of preselected attacking moves is applied to the respective draw gaming tables.

In a peer-to-peer game in which the draw breaking token has not been preselected, the players involved in the drawn match place a respective game breaking token in a cell of their respective draw gaming tables and then take turns to select a cell of the drawn gaming table of the other player in an attempt to identify the game breaking token. The player that identifies the game breaking token of the other player in fewer moves is the winner. In one implementation, each player preselects a location of the draw breaking token before play of the initial game commences. In an alternative implementation, each player provides a preselected draw sequence of attacking moves to be utilised for identifying the location of the draw breaking token. The placing by the players of the draw breaking token and any preselection of a draw sequence of attacking moves can be required before the initial game commences or can occur in response to the draw, or a combination thereof.

In a further preselection embodiment, a player provides a preselected "draw round selection". The draw round selection is utilised to determine a winner in the case in which a preceding game results in a draw. The actual nature of a draw round selection chosen by a player is dependent on the manner of resolution that is in effect for that particular gaming implementation.

For example, for an implementation that utilises the "BLACK/RED" method, a player selects a "draw round selection" of either BLACK or RED. Similarly, for an implementation that utilises the "play another game" method, a player provides another populated gaming table for use in resolving a draw. In one implementation, the player also provides a preselected draw attack sequence. In an alternative

implementation, the original attack sequence is used in conjunction with the populated gaming table that was provided for use in resolving the draw.

Depending on the particular implementation, a player may be required to preselect a gaming table, an attack sequence, a draw round selection, or any combination thereof.

FIG. **8**A is a schematic block diagram representation of a preselection interface **8100** that can be utilised by a player to preselect a gaming table and an attack sequence in accordance with an embodiment of the present disclosure. In this embodiment, a draw is resolved by identifying a game breaking token in a draw breaking table. The preselection interface **8100** includes a gaming table **8110** and an array **8120** for storing an attack sequence. The gaming table **8110** includes a number of cells corresponding to a predefined number of tokens. In the example shown in FIG. **8**A, the gaming table **8110** corresponds to the example described above with respect to FIG. **1**, in which 9 tokens are utilised.

As described above, the player populates the gaming table **8110** by allocating each of the tokens to a corresponding cell of the gaming table **8110**. In the preselection implementation, the player also selects an attack sequence before the game commences and the attack sequence is stored in the array **8220**. Thus, the sequence of attacking moves is preselected, and individual attacking moves are not made in response to an attack from a competing player.

The preselection interface **8100** also includes a draw round selection table **8130**. In this implementation, a draw is resolved by using the method described above in which a draw breaking token is placed in a draw gaming table **8130**. In the example of FIG. **8**A, the draw gaming table **8130** corresponds to the gaming table **8110**. The player preselects the draw breaking token by placing the draw breaking token in a single cell of the draw gaming table **8130**. In this particular example, the predefined tokens and gaming table correspond to the example of FIGS. **1** to **3**, and token "8" is assigned to be the draw breaking token. As can be seen from the draw breaking table **8130**, the player has preselected cell B**2** as the location of the draw breaking token.

The preselected attack sequence stored in the array **8120** and utilised in the initial, drawn game is utilised in conjunction with the draw round selection table **8130** and a corresponding attack sequence and draw round selection table from a competing player to identify a winner. The winner is the player that identifies the draw breaking token of the competing player in fewer moves.

In the scenario in which the gaming table and the draw breaking table are the same and the draw breaking token is one of the tokens for populating the gaming table, a single gaming table can be utilised, with the location of the draw breaking token preselected by identifying a cell of the gaming table. For example, with reference to FIG. **8**A a player can preselect the gaming table by populating the cells with tokens from 1 to 9 and then select any one of those cells for the draw breaking token.

In an alternative implementation, the attack sequence stored in the array **8120** is displayed in a format corresponding to the layout of the gaming table.

FIG. **8**B is a schematic block diagram representation of a preselection interface **8200** that can be utilised by a player to preselect a gaming table and an attack sequence in accordance with an embodiment of the present disclosure. In this embodiment, a draw is resolved by playing a new game that utilises the attack sequences from the drawn game. The preselection interface **8200** includes a gaming table **8210** and an array **8220** for storing an attack sequence. The gaming table **8210** includes a number of cells corresponding to a predefined number of tokens. As described above, the player populates the gaming table **8210** by allocating each of the tokens to a corresponding cell of the gaming table **8210**. In the preselection implementation, the player also selects an attack sequence before the game commences and the attack sequence is stored in the array **8220**. Thus, the sequence of attacking moves is preselected, and individual attacking moves are not made in response to an attack from a competing player.

The preselection interface **8200** also includes a draw round selection table **8230**. In this implementation, a draw is resolved by playing a new game. In the example of FIG. **8**B, the draw gaming table **8230** corresponds to the gaming table **8210**. The player preselects the draw breaking table by populating the table **8230** with a set of predefined draw breaking tokens. In one implementation, the draw breaking tokens correspond to the tokens utilised in the gaming table **8210**. In an alternative implementation, the draw breaking tokens are different from the tokens utilised in the gaming table **8210**. For example, in one implementation larger values are associated with the draw breaking tokens in order to create larger scores, which in turn reduces the chance of a further draw and thus provides a greater chance of identifying a winner. In this particular example, the preselected attack sequence stored in the array **8220** is applied to a draw gaming table of the competing player and an attack sequence utilised by the competing player during the drawn match is applied to the draw gaming table **8230** to identify a winner.

FIG. **8**C is a schematic block diagram representation of a preselection interface **8300** that can be utilised by a player to preselect a gaming table and an attack sequence in accordance with an embodiment of the present disclosure. In this embodiment, a draw is resolved by playing a new game with a new attack sequence. The preselection interface **8300** includes a gaming table **8310** and an array **8320** for storing an attack sequence. The gaming table **8310** includes a number of cells corresponding to a predefined number of tokens. In the example shown in FIG. **8**C, the gaming table **8310** corresponds to the example described above with respect to FIG. **1**, in which 9 tokens are utilised.

As described above, the player populates the gaming table **8310** by allocating each of the tokens to a corresponding cell of the gaming table **8310**. In the preselection implementation, the player also selects an attack sequence before the game commences and the attack sequence is stored in the array **8320**. Thus, the sequence of attacking moves is preselected, and individual attacking moves are not made in response to an attack from a competing player.

As indicated above, in this embodiment a draw is resolved by playing a new game with a new attack sequence. Accordingly, the preselection interface **8300** also includes a draw round selection table **8330** and a draw attack sequence array **8340**. The player preselects the draw breaking table by populating the draw breaking table **8330** with a set of draw breaking tokens. In one implementation, the set of draw breaking tokens is equal to the number of cells on the draw breaking table **8330**. In an alternative implementation, a single draw breaking token is placed in the draw breaking table **8330**.

The player preselects the draw attack sequence array **8340** by providing a sequence of attacking moves to be utilised in the event that a draw occurs from the initial game. In the example of FIG. **8**C, the gaming table **8310** and the draw breaking table **8330** are the same shape and configuration, with the same number of cells. However, the gaming table **8310** and the draw breaking table **8330** can equally be different from each other. In the event that the initial game is a draw, the draw attack sequence stored in the draw attack sequence

array **8340** is applied to a draw gaming table of a competing player and a draw attack sequence preselected by the competing player is applied to the draw gaming table **8330** to identify a winner. In the case in which a single draw breaking token is utilised, the winner is the player whose attacking sequence identifies the draw breaking token of the competing player in fewer moves.

An example of multiple players playing a preselected game will now be described with reference to FIG. **5**. In this example, a first player and a second player register to play a game by purchasing first and second tickets, respectively. The first and second tickets provide the respective first and second players with a chance to win a portion of a prize controlled by a game administrator. In this particular example, the game administrator controls the gaming server **5015** and the first and second players are registered in the game database **5036** upon purchase of the respective first and second tickets.

In one implementation, the purchase of a ticket involves the preselection of a gaming table and an attack sequence. The preselection of the gaming table and attack sequence are completed by the player purchasing the ticket. In an alternative implementation, the player can optionally select to have a preselected gaming table and attack sequence provided by the game administrator. Depending on the particular implementation, a ticket can be associated with a single gaming table and attack sequence or multiple gaming tables and corresponding attack sequences. Pricing may vary, depending on the number of gaming tables associated with each ticket.

In the example of FIG. **5**, the first player utilises the mobile browser **5005** to interact with the gaming server **5015** to purchase the first ticket. Similarly, the second player utilises the mobile browser **5050** to interact with the gaming server **5015** to purchase the second ticket. In an alternative implementation, a player purchases a ticket from a retail outlet (not shown) or other computing device (not shown) that interacts with the gaming server **5015**.

Each player that is registered with the gaming server **5015** before a predefined deadline has a chance of sharing a portion of a prize pool. In one implementation, the gaming server provides a master gaming board and master attack sequence and each preselected gaming table and attack sequence competes against the master gaming board and master attack sequence to identify one or more winners based on the resulting scores. For example, all players that attain a score greater than or equal to a predetermined threshold may enter a subsequent stage of the game. In one particular implementation, the identified winners then compete against one another in a tournament to identify an ultimate winner. As described above, the tournament may include round-robin matches, peer-to-peer matches, or a combination thereof. In one embodiment, the identified winners utilise the same preselected gaming table and attack sequences in the tournament against one another. The tickets can optionally include a draw resolution selection to assist in allocating prizes among players.

In a further embodiment, a first player preselects a first gaming table and a first attack sequence by populating cells of the first gaming table with tokens and providing a first attack sequence of attacking moves. The first player submits a request, via a gaming server, to a second player to compete against each other. The first player also submits the populated first gaming table and the first attack sequence to the gaming server. In one implementation, the first gaming table and the first attack sequence are provided to the gaming server in the form of a unitary computer file, multiple computer files, an SMS message, or any combination thereof. Other implementations may equally be practised without departing from the spirit and scope of the invention.

The second player receives the request, which may be as soon as the request is sent or at any later time, such as when the second player next logs on to a website coupled to the gaming server. When the second player accepts the request, the second player populates a second gaming table with tokens and provides a second sequence of attacking moves. The second player submits the second gaming table and the second attack sequence to the gaming server and the game is then initiated, with a winner being determined almost instantaneously. Thus, the second player receives a result shortly after accepting the request and providing the second gaming table and second attack sequence. This may be minutes, hours, days, or even months after the request from the first player. The first player is then notified of the result. Such notification may occur, for example, via e-mail, SMS, Facebook wall, MySpace, or via an application residing on the gaming server.

In an alternative implementation, the first and second players each provide an attack sequence, and the gaming server populates a single gaming table. The attack sequences provided by the first and second players are applied to the gaming table and a winner is subsequently determined.

CONCLUSION

The present disclosure provides a method of gaming utilising a first gaming table and a predefined number of first tokens. The first gaming table includes a plurality of cells corresponding to the number of first tokens and each cell of the first gaming table is associated with a unique identifier. This enables a player to readily identify a cell to be populated or selected. Each of the first tokens has an associated value. In one embodiment, relative differences between consecutively revealed tokens are utilised to compute a score for the player. This score can be computed at the end of a game, or interim scores can be displayed during game play.

The method includes the step of populating the first gaming table by storing each of the first tokens in one of the cells of the first gaming table. Population of the cells can be performed by a game controller. Alternatively, the cells of the first gaming table are populated in response to commands from a competing player.

The first player provides selection commands to select one of the cells of the first gaming table to reveal one of the first tokens stored therein. The first player provides further selection commands until each of the first tokens has been revealed. The first player can provide each selection command individually, with a first token revealed before a further selection command is provided. Alternatively, the first player provides a sequence of selection commands, in which first tokens corresponding to cells identified in the sequence of selection commands are revealed. The sequence of selection commands can correspond to the number of first tokens, or any subset thereof.

The method utilises the values associated with the first tokens to determine a score for the first player, based on an order in which the first tokens were revealed. Utilising the values to determine the score can be based on relative differences between values associated with consecutively selected first tokens. Alternatively, a predefined ordered sequence of values can be used to determine the score by comparing values associated with the selected tokens to corresponding values in the predefined ordered sequence of values. Thus, the order in which the first tokens are revealed has a direct impact on the score for the first player.

In the example in which the cells of the first gaming table are populated in response to commands from a competing player, the first player can seek to improve his or her score by attempting to identify patterns of behaviour relating to the competing player. This may be based, for example, on information relating to gaming tables previously populated by the competing player. Such information may be collected by the first player or may be provided in varying levels of detail by a system implementing a method in accordance with the present disclosure.

INDUSTRIAL APPLICABILITY

It is apparent from the above that the arrangements described are applicable to the computer, telecommunications and gaming industries.

The foregoing describes only some embodiments of the present invention, and modifications and/or changes can be made thereto without departing from the scope and spirit of the invention, the embodiments being illustrative and not restrictive.

In the context of this specification, the word "comprising" means "including principally but not necessarily solely" or "having" or "including", and not "consisting only of". Variations of the word "comprising", such as "comprise" and "comprises" have correspondingly varied meanings

The present invention may be embodied in other specific forms without departing from its spirit or essential characteristics. The described embodiments are to be considered in all respects only as illustrative and not restrictive. The scope of the invention is, therefore, indicated by the appended claims rather than by the foregoing description. All changes which come within the meaning and range of equivalency of the claims are to be embraced within their scope.

What is claimed is:

1. A gaming server comprising:

a memory for storing data and a computer program;

a processor coupled to said memory for executing said computer program stored in said memory;

a first player service module for providing an interface for communication with a first remote computing device;

a database storing player information and game information;

a second player service module for providing an interface for communication with a second remote computing device; and

a game application forming part of said computer program, said game application including instructions for performing the method steps of:

receiving player information from said first remote computing device via said first player service module and storing said player information in said database; and

delivering to said first computing device, via said first player service module, a game involving a first gaming table and a predefined number of first tokens, wherein said first gaming table includes a plurality of cells corresponding to said number of first tokens, each cell of said first gaming table being associated with a unique identifier, and further wherein each of said first tokens has an associated value;

controlling population of said first gaming table by storing each of said first tokens in one of said cells of said first gaming table;

receiving at least one selection command from said first computing device;

revealing to said first computing device, in response to each one of said selection commands from said first computing device, one of said first tokens stored in a cell corresponding to said selection command;

determining, when each of said first tokens has been revealed in response to a selection command from said first computing device, a score for said first player, based on relative differences between values associated with consecutively selected first tokens;

receiving commands from said second computing device, via said second player service module, for populating said first gaming table;

populating said first gaming table with said first tokens, based on said commands received from said second computing device;

delivering to said second computing device, via said second player service module, a game involving a second gaming table and a predefined number of second tokens, wherein said second gaming table includes a plurality of cells corresponding to said number of second tokens, each cell of said second gaming table being associated with a unique identifier, and further wherein each of said second tokens has an associated value;

receiving commands from said first computing device, via said first player service module, for populating said second gaming table;

populating said second gaming table with said second tokens by storing each of said second tokens in one of said cells of said second gaming table, based on said commands received from said first computing device;

receiving at least one selection command from said second computing device;

revealing to said second computing device, in response to each one of said selection commands from said second computing device, one of said second tokens stored in a cell corresponding to said selection command; and

determining, when each of said second tokens has been revealed in response to a selection command from said second computing device, a score for said second player, based on relative differences between values associated with consecutively selected second tokens.

2. The gaming server according to claim **1**, wherein said database stores at least one of wagering information, prize information and gaming statistics.

3. The gaming server according to claim **1**, wherein:

said gaming server is coupled to a communications network;

said first remote computing device is selected from:

a portable handheld gaming computer;

a personal digital assistant (PDA);

a dedicated gaming machine;

a mobile telephone handset;

a laptop computer;

a desktop computer; and

a proprietary gaming terminal; and

said second remote computing device is selected from:

a portable handheld gaming computer;

a personal digital assistant (PDA);

a dedicated gaming machine;

a mobile telephone handset;

a laptop computer;

a desktop computer; and

a proprietary gaming terminal.

4. A land-based gaming terminal comprising:

a memory storing data and a computer program;

a processor coupled to said memory for executing said computer program;

a display coupled to said processor;

a communications interface for controlling flow of data with a gaming server;

a user interface for enabling a first player to input commands; and

a gaming application forming part of said computer program, said gaming application including instructions for performing the steps of:

sending, to said display, information relating to a first gaming table, said first gaming table including a plurality of cells corresponding to a predefined number of first tokens, wherein each cell is associated with a unique identifier;

receiving data from said gaming server for populating said first gaming table;

populating said first gaming table by storing each of said first tokens in one of said cells of said first gaming table, in accordance with said data received from said gaming server;

receiving from said user interface at least one selection command input by said first player;

revealing on said display, in response to each one of said selection commands input by said first player, one of said first tokens stored in a cell corresponding to said selection command; and

determining, when each of said first tokens has been revealed in response to a selection command input by said first player, a score for said first player, based on relative differences between values associated with consecutively selected first tokens;

wherein said data received from said gaming server for populating said first gaming table is derived from commands received by said gaming server from a second gaming terminal.

5. The land-based gaming terminal according to claim **4**, wherein said user interface includes at least one of a keypad, a touch screen, a computer mouse, a pointing device, a trackball, a scratchpad, or any combination thereof.

6. An interactive peer-to-peer gaming system utilizing: (i) a first gaming table and a predefined number of first tokens, wherein said first gaming table includes a plurality of cells corresponding to said number of first tokens, each cell of said first gaming table being associated with a unique identifier, and further wherein each of said first tokens has an associated value, and (ii) a second gaming table and a predefined number of second tokens, wherein said second gaming table includes a plurality of cells corresponding to said number of second tokens, each cell of said second gaming table being associated with a unique identifier, and further wherein each of said second tokens has an associated value, said gaming system comprising:

a first computing device for receiving, from a first user, first populating commands and a first sequence of identifiers corresponding to cells of said first gaming table;

a second computing device for receiving, from a second user, second populating commands and a second sequence of identifiers corresponding to cells of said second gaming table;

a gaming server coupled to said first computing device via a first communications link and coupled to said second computing device via a second communications link, said gaming server including:

a memory for storing data and a computer program;

a processor coupled to said memory for executing said computer program stored in said memory;

a gaming application forming part of said computer program, said gaming application including instructions for performing the steps of:

receiving from said first computing device, via said first communications link, said first populating commands and said first sequence of identifiers;

receiving from said second computing device, via said second communications link, said second populating commands and said second sequence of identifiers;

populating said first gaming table with said first tokens based on said second populating commands;

populating said second gaming table with said second tokens based on said first populating commands;

revealing, in a consecutive manner based on said first sequence of identifiers, first tokens stored in said first gaming table;

revealing, in a consecutive manner based on said second sequence of identifiers, second tokens stored in said second gaming table;

determining a first score for said first player based on relative differences between values associated with consecutively revealed first tokens;

determining a second score for said second player based on relative differences between values associated with consecutively revealed second tokens; and

determining a winner, based on said first score and said second score.

7. The gaming system according to claim **6**,

wherein said first communications links utilizes at least one of a mobile telephony network, an ad-hoc wireless network, a telephony network, a LAN, a WAN, and the Internet;

wherein said second communications links utilizes at least one of a mobile telephony network, an ad-hoc wireless network, a telephony network, a LAN, a WAN, and the Internet;

wherein said first computing device is one of a portable handheld gaming computer, a personal digital assistant, a dedicated gaming machine, a mobile telephone handset, a laptop computer, a desktop computer, and a proprietary gaming and wagering terminal; and

wherein said second computing device is one of a portable handheld gaming computer, a personal digital assistant, a dedicated gaming machine, a mobile telephone handset, a laptop computer, a desktop computer, and a proprietary gaming and wagering terminal.

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